

DOCUMENT RESUME

ED 107 947

95

CE 004 160

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TITLE An Analysis of the Alteration Specialist Occupation.
INSTITUTION Ohio State Dept. of Education, Columbus. Div. of Vocational Education.; Ohio State Univ., Columbus. Trade and Industrial Education Instructional Materials Lab.
SPONS AGENCY Office of Education (DHEW), Washington, D.C.
PUR DATE [75]
NOTE 178p.; For related documents, see CE 004 161-206, CE 004 263-268, and CE 004 425-427
EDRS PRICE MF-\$0.76 HC-\$9.51 PLUS POSTAGE
DESCRIPTORS Communication Skills; *Job Analysis; Knowledge Level; *Needle Trades; *Occupational Information; Safety; *Seamstresses; Skill Analysis; Skill Development; Skilled Occupations; *Task Analysis; Task Performance; Work Attitudes
IDENTIFIERS *Alteration Specialists

ABSTRACT

The general purpose of the occupational analysis is to provide workable, basic information dealing with the many and varied duties performed in the textile service occupation. The industry needs properly trained alteration specialists, bushelmen and dressmakers, in the repairing, remodeling, altering or renovating of garments. Their personal characteristics should include: ability to make decisions and concentrate, awareness of fashion, visual acuity, and good color perception. The document opens with a brief introduction followed by a job description. The bulk of the document is presented in table form. Nine duties are broken down into a number of tasks and for each task a two-page table is presented, showing on the first page: tools, equipment, materials, objects acted upon; performance knowledge (related also to decisions, cues and errors); safety--hazard; and on the second page: science; math--number systems; and communication (performance modes, examples, and skills and concepts). The duties include: altering and repairing men's and women's clothing; fitting of clothing; operating and maintaining industrial sewing machines; supervising work room operations; and performing finishing techniques. (BP)

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E-D107947

Occupational Analysis

CE004160

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ALTERATION SPECIALIST

Instructional Materials Laboratory
Grade and Industrial Education
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AN ANALYSIS OF THE ALTERATION SPECIALIST OCCUPATION

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Occupational Analysis
E.P.D.A. Sub Project 73402
June 1, 1973 to December 30, 1974
Director: Tom L. Hindes
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“The activity which is the subject of this report was supported in whole or in part by the U.S. Office of Education, Department of Health, Education, and Welfare. However, the opinions expressed herein do not reflect the position or policy of the U.S. Office of Education, and no official endorsement by the U.S. Office of Education should be inferred.”

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FOREWORD

The occupational analysis project was conducted by The Instructional Materials Laboratory, Trade and Industrial Education, The Ohio State University in conjunction with the State Department of Education, Division of Vocational Education pursuant to a grant from the U.S. Office of Education.

The Occupational Analysis project was proposed and conducted to train vocational educators in the techniques of making a comprehensive occupational analysis. Instructors were selected from Agriculture, Business, Distributive, Home Economics and Trade and Industrial Education to gain experience in developing analysis documents for sixty-one different occupations. Representatives from Business, Industry, Medicine, and Education were involved with the vocational instructors in conducting the analysis process.

The project was conducted in three phases. Phase one involved the planning and development of the project strategies. The analysis process was based on sound principles of learning and behavior. Phase two was the identification, selection and orientation of all participants. The training and workshop sessions constituted the third phase. Two-week workshops were held during which teams of vocational instructors conducted an analysis of the occupations in which they had employment experience. The instructors were assisted by both occupational consultants and subject matter specialists.

The project resulted in producing one hundred two trained vocational instructors capable of conducting and assisting in a comprehensive analysis of various occupations. Occupational analysis data were generated for sixty-one occupations. The analysis included a statement of the various tasks performed in each occupation. For each task the following items were identified: tools and equipment; procedural knowledge; safety knowledge; concepts and skills of mathematics, science and communication needed for successful performance in the occupation. The analysis data provided a basis for generating instructional materials, course outlines, student performance objectives, criterion measures as well as identifying specific supporting skills and knowledge in the academic subject areas.

PREFACE

The general purpose of this occupational analysis is to provide workable, basic information dealing with the many and varied duties performed in the Textile Service Occupation. The need for properly trained and skilled employees in the industry is great. The apparel and service industries are an important source of jobs for a range of workers who have widely different skills and interests. In custom tailor shops, department stores, and many textile service plants, bushelmen and dressmakers are needed to repair, remodel, alter, or renovate garments. Their personal characteristics should include: ability to make decisions, ability to concentrate, an awareness of fashion, visual acuity and good color perception.

ACKNOWLEDGMENT

We wish to acknowledge the valuable assistance rendered by the following subject matter specialists. They provided input to the vocational instructors in identifying related skills and concepts of each respective subject matter area and served as training assistants in the analysis process during the two-week workshops.

Rollin M. Barber, Psychology
The Ohio State University
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Glenn Mann, Communications
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Jodi Beittel, Communications
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Acknowledgment is extended to the following I.M.L. staff members for their role in conducting the workshops; editing, revising, proofing and typing the analyses.

Faith Justice	Research Associate
Sheila Nelson	Administrative Assistant
Marsha Opritza	Editorial Consultant
Rita Buccilla	Typist
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JOB DESCRIPTION

In the textile service industry, the bulk of the repair and/or alteration of clothing will be handled by two trained and skilled individuals. Their job titles are dressmaker (seamstress) and bushelman (alteration-tailor). The head of the department will usually take care of any customer fitting problems. The dressmaker who does alteration work performs a wide variety of sewing operations, such as hemming coats, dresses, removing and replacing zippers, reserving seams and performing other minor alterations.

The bushelman (alteration-tailor) will, as a rule, work on the heavier fabrics and garments, such as trousers, suit coats, top coats and rainwear. The bushelman will perform such tasks as lengthening or shortening sleeves, trouser cuffs, coat and skirt hems. He/she will also alter waistbands for trousers, slacks and skirts. The head bushelman or dressmaker will handle garments that come under the heading of plant damage or have a major sewing problem.

Responsibilities of the head dressmaker or bushelman may also include the supervision of sewing room operations and maintenance of various records.

Duty A Altering Men's Clothing

- 1 Alter waist measurement of trousers
- 2 Alter trouser length
- 3 Taper trouser legs
- 4 Alter crotch of trousers
- 5 Alter coat sleeve length
- 6 Alter coat body
- 7 Alter coat length (Men's)
- 8 Alter blade width of coat
- 9 Alter coat body darts
- 10 Alter vest body, chest and waist

A1 (TASK STATEMENT) ALTER WAIST MEASUREMENT OF TROUSERS

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
<p>TROUSERS</p> <p>Single needle sewing machine</p> <p>Work table</p> <p>Shears 10",</p> <p>Tape measure</p> <p>Tailors square 24 x 14 inches</p> <p>Marking crayon or pencil</p> <p>Hand sewing needle, no. 6, or 7</p> <p>Thimble</p> <p>Basting and machinery color thread</p> <p>Utility steam press, or hand iron</p> <p>Press cloth</p> <p>Seam ripper</p>	<p>Check for correct waist measurement</p> <p>Remove center back belt loop</p> <p>Rip out waistband stitching and threads</p> <p>Press waistband curtain and seat seam face sides together</p> <p>Mark with crayon new waist measurement.</p> <p>Baste $\frac{1}{4}$" inside of marked sewing line</p> <p>Machine stitch on new waist line measurement. Rip out old stitching and basting thread</p> <p>Press seam open through waist and waistband curtain</p> <p>Position waistband and baste in place.</p> <p>Machine stitch or hand sew waistband in place</p> <p>Remove basting, shape and press garment</p>	<p>Hand and power cutting tools</p> <p>Ripping tools</p> <p>Power sewing machine</p>
<p><u>DECISIONS</u></p> <p>Determine correct measuring techniques</p> <p>Determine correct method for type of fabric</p>	<p><u>CUES</u></p> <p>Correct use of type of marking crayon and ripping tool</p>	<p><u>ERRORS</u></p> <p>Seam does not conform to garment line</p> <p>Damage to garment during ripping and pressing operation</p>

ASK STATEMENT) ALTER WAIST MEASUREMENT OF TROUSERS

SCIENCE

PHYSICAL SCIENCE

Resistance of materials to change in shape [resistance of fabric to change in shape (stretching of fabric - flannel, tweed, knits)]
Simple machines used to gain mechanical advantage [power sewing machine]
Effect of heating and cooling on state of matter (change of matter from one form to another) [heat, steam pressure, air vacuum]

BEHAVIORAL SCIENCE (see appendix)

MATH - NUMBER SYSTEMS

Positive rationals - fractions
Addition, subtraction algorithm
Basic measurement and linear [for waist measurement]

COMMUNICATIONS

PERFORMANCE MODES

Viewing

Touch

EXAMPLES

Correct measurement marking

Examine material

SKILLS/CONCEPTS

Recognition of symbols, visual analysis
logic
Tension, stretch

A₂ (TASK STATEMENT) ALTER TROUSER LENGTH

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
<p>TROUSERS</p> <p>Blind stitch special machine</p> <p>Work table</p> <p>Pinking shears</p> <p>Tape measure</p> <p>Cuff ruler marker 12"</p> <p>Marking crayon</p> <p>Hand sewing needle - no. 6</p> <p>Thimble</p> <p>Basting and matching color finishing thread</p> <p>Utility steam press or hand iron</p> <p>Press cloth</p> <p>Seam ripper</p>	<p>Mark the finished length (inseam) line "A",</p> <p>Measure and mark down from line "A", width of cuff. This is line "B",</p> <p>Measure and mark down from line "B", width of cuff. This is line "C",</p> <p>Measure and mark down from line "C", 1½". This is line "D", you turn up hem.</p> <p>Draw a line parallel on markings B,C,& D. Extend the markings around the trouser legs; cut off excess material on line "D",</p> <p>Turn up legs on line B and baste</p> <p>Baste through trouser legs on line "C",</p> <p>Blind stitch trouser hem edge in place</p> <p>Fold cuff on line "A", tack cuffs to inseam and outseam, invisible tack</p> <p>Remove basting, shape cuff and press</p>	<p>Cutting tools</p> <p>Power sewing machine</p> <p>Disconnect electrical units</p>
<p><u>DECISIONS</u></p> <p>Determine correct measuring and marking techniques</p> <p>Determine quality sewing methods</p>	<p><u>CUES</u></p> <p>Type of fabric, soft, hard finish, etc.</p> <p>Type of marking crayon</p>	<p><u>ERRORS</u></p> <p>Marking, sewing, or finishing workmanship</p>

ASK STATEMENT) ALTER TROUSER LENGTH

MATH -- NUMBER SYSTEMS	
SCIENCE	
PHYSICAL SCIENCE Resistance of materials to change in shape [resistance of fabric to change in shape (stretching of fabric)] Simple machines used to gain mechanical advantage [power sewing machine] Effect of heating and cooling on state of matter (change of matter from one form to another) [heat, steam, air vacuum]	Positive rationals - fractions Addition or subtraction algorithm Basic measurement and linear [finished length measurement]
BEHAVIORAL SCIENCE (see appendix)	
COMMUNICATIONS	
<u>PERFORMANCE MODES</u> Viewing Reading Touch	<u>EXAMPLES</u> Measurement marking Examine material
	<u>SKILLS/CONCEPTS</u> Recognition of symbols, visual analysis logic Recognition of symbols, logic Texture, stretch

(TASK STATEMENT) TAPER TROUSER LEGS

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
<p>TROUSERS</p> <p>Single needle sewing machine</p> <p>Work table</p> <p>Shears</p> <p>Ruler 12"</p> <p>Marking crayon</p> <p>Hand sewing needle - no. 6</p> <p>Thingle</p> <p>Basting and matching thread</p> <p>Seam ripper</p> <p>Steam iron/utility press</p> <p>Press cloth</p>	<p>Rip out cuffs. Turn legs insideout, press seams together, flat - cuff through hip</p> <p>Measure and mark trouser legs for desired width. Baste along these lines</p> <p>Machine stitch on marked lines of legs</p> <p>Remove old stitching and basting</p> <p>Trim off excess seam allowance, press seams open</p> <p>Replace cuffs or hem, shape and press</p>	<p>Disconnect electrical units</p> <p>Hazard - correct use of ripping and cutting tools</p>
<p><u>DECISIONS</u></p> <p>Determine correct measuring and marking techniques</p> <p>Determine quality sewing and finishing methods</p>	<p><u>CUES</u></p> <p>Consider type of fabric</p> <p>Type of marking crayon</p>	<p><u>ERRORS</u></p> <p>Rip or tear garment</p> <p>Failure to maintain style of lines</p>

ASK STATEMENT) TAPER TROUSER LEGS

ASK STATEMENT) TAPER TROUSER LEGS		MATH - NUMBER SYSTEMS
SCIENCE		
PHYSICAL SCIENCE Simple machines used to gain mechanical advantage [power sewing machine] Effect of heating and cooling on state of matter (change of matter from one form to another) [heat, steam, air vacuum] Resistance of materials to change in shape [resistance of fabric to change in shape (stretching of fabric)] BEHAVIORAL SCIENCE (see appendix)		Position rationals - fractions Addition or subtraction algorithms [for leg measurement]
COMMUNICATIONS		
<u>PERFORMANCE MODES</u> Viewing Reading Touch	<u>EXAMPLES</u> Measurement marking Examine material	<u>SKILLS/CONCEPTS</u> Recognition of symbols Visual analysis, logic Texture, stretch

(TASK STATEMENT) ALTER CROTCH OF TROUSER

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
<p>TROUSERS</p> <p>Single needle sewing machine</p> <p>Work table</p> <p>Shears</p> <p>Ruler 12"</p> <p>Marking crayon</p> <p>Hand sewing needle - no. 6</p> <p>Thimble</p> <p>Basting and matching thread</p> <p>Seam ripper</p> <p>Steam iron and press cloth</p>	<p>Rip open crotch seam</p> <p>Rip open inseam from crotch to knee</p> <p>Press edges of seams flat</p> <p>Reduce or increase crotch size by marking new seam allowance on back part "only",</p> <p>Paste seams in place, machine stitch</p> <p>Remove basting, press seams open</p> <p>Press and shape trouser legs</p>	<p>Safety - disconnect electrical units</p> <p>Hazard - correct use of sewing, ripping and cutting tools</p>
<p><u>DECISIONS</u></p> <p>Select correct making crayon</p> <p>Determine proper fit and style of garment</p>	<p><u>CUES</u></p> <p>Consider type of fabric</p>	<p><u>ERRORS</u></p> <p>Rip or tear garment</p> <p>Failure to maintain style lines or quality workmanship</p>

SCIENCE	MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE</p> <p>Simple machines used to gain mechanical advantage [power sewing machine]</p> <p>Effect of heating and cooling on state of matter (change of matter from one form to another) [heat, steam, air vacuum]</p> <p>Resistance of materials to change in shape [resistance of fabric to change in shape (stretching of fabric)]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>	<p>Positive rationals - fractions</p> <p>Addition or subtraction algorithm</p> <p>Basic measurement and linear [for back-up pattern, fabric]</p>
COMMUNICATIONS	
PERFORMANCE MODES	EXAMPLES
<p>Viewing</p> <p>Reading</p> <p>Touch</p> <p>Listening</p>	<p><u>SKILLS/CONCEPTS</u></p> <p>Visual analysis, logic</p> <p>Visual analysis, logic</p> <p>Texture, stretch</p> <p>Comprehension</p>

A5 (TASK STATEMENT) ALTER COAT SLEEVE LENGTH

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
<p>Garment Single needle sewing machine Work table Shears Ruler 12" Marking crayon Hand sewing needle - no. 6 Thimble Basting and matching thread Seam ripper Steam iron and press cloth</p>	<p>Remove buttons, rip out lining stitching. Press flat, sleeve, and lining hems Measure and mark new finished length Turn up sleeve hem, finish side placket openings Position lining in place and hand sew Sew on buttons, remove basting and press</p>	<p>Safety - disconnect electrical units Hazard - correct use of sewing, ripping and cutting tools</p>
<p><u>DECISIONS</u> Select correct marking crayon Determine proper fit and style of garment</p>	<p><u>CUES</u> Consider type of fabric</p>	<p><u>ERRORS</u> Rip or tear garment Failure to maintain style lines or quality workmanship</p>

SCIENCE	MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE</p> <p>Simple machines used to gain mechanical advantage [power sewing machine]</p> <p>Effect of heating and cooling on state of matter (change of matter from one form to another) [heat, steam, air vacuum]</p> <p>Resistance of fabric to change in shape [stretching of fabric]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>	<p>Positive rationals - fractions</p> <p>Addition or subtraction algorithm</p> <p>Basic measurement and linear [for length measurement]</p>
PERFORMANCE MODES	EXAMPLES
<p>Viewing</p> <p>Reading</p> <p>Touch</p>	<p>Measurement, marking</p> <p>Measurement, marking</p> <p>Examine, material</p>
COMMUNICATIONS	SKILLS/CONCEPTS
	<p>Recognition of symbols</p> <p>Recognition of symbols</p> <p>Visual analysis, texture, stretch</p>

A6 (TASK STATEMENT) ALTER COAT BODY

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
<p>Garment Single needle sewing machine Work table Shears Ruler 12" Marking crayon Hand sewing needle - no. 6 Thimble Basting and matching thread Seam ripper Steam iron/utility press Press cloth</p>	<p>Remove felling stitch from body lining and coat hem near seam. On side and/or center back seams, mark the new alteration line. Follow the contour of the original seam Machine stitch on marked line Remove old stitching and basting Clean out loose threads, press seams open Hand finish hem and body lining Press and shape coat</p>	<p>Safety - disconnect electrical units Hazard - correct use of sewing, ripping and cutting tools</p>
<p><u>DECISIONS</u> Select correct marking crayon Determine proper fit and style of garment</p>	<p><u>CUES</u> Consider type of fabric</p>	<p><u>ERRORS</u> Rip or tear garment Failure to maintain style lines or quality workmanship</p>

TASK STATEMENT) ALTER COAT BODY

SCIENCE	MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE Simple machines used to gain mechanical advantage {power sewing machine} Effect of heating and cooling on state of matter (change of matter from one form to another) [heat, steam, air vacuum] Resistance of fabric to change in shape [stretching of fabric]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>	<p>Positive rationals - fractions Addition or subtraction algorithm Basic measurement and linear [for body marking]</p>
PERFORMANCE MODES	COMMUNICATIONS
<p><u>VIEWING</u> Viewing Reading Touch</p>	<p><u>EXAMPLES</u> Measurement, marking Measurement; marking Examine material</p> <p><u>SKILLS/CONCEPTS</u> Recognition of symbols, visual analysis Recognition of symbols, visual analysis Texture, stretch</p>

A7 (TASK STATEMENT) ALTER COAT LENGTH, MEN'S

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
<p>Garment Single needle sewing machine Work table Shears Ruler 12", Marking crayon Hand sewing needle - no. 6 Thimble Basting and matching thread Seam ripper Steam iron and press cloth</p>	<p>Remove edge stitching on coat edge, felling stitches on hem and lining Measure and mark new finished length and hem allowance. Cut off excess material Reshape front edge of coat. Baste into position and machine stitch along new altered line If necessary, bind raw edge of coat hem $\frac{1}{4}$" deep. Baste into position Hand finish hem, lining Replace finished edge of coat Remove basting, shape and press</p>	<p>Safety - disconnect electrical units Hazard - correct use of sewing, ripping and cutting tools</p>
<u>DECISIONS</u> Determine style and shape of garment edge Correct marking crayon	<u>CUES</u> Type of fabric and trimmings	<u>ERRORS</u> Failure to maintain style, drape and quality workmanship

TASK STATEMENT) ALTER COAT LENGTH, MEN'S

SCIENCE		MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE Simple machines used to gain mechanical advantage [power sewing machine] Effect of heating and cooling on state of matter (change of matter from one form to another) [heat, steam, air vacuum] Resistance of fabric to change in shape [stretching of fabric] BEHAVIORAL SCIENCE (see appendix)</p>		<p>Positive rationals - fractions Addition or subtractions algorithms Basic measurement and linear [finished length measurement]</p>
COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
<p>Viewing Reading Touch</p>	<p>Measurement, marking Measurement, marking Examine material</p>	<p>Recognition of symbols, visual analysis Recognition of symbols, visual analysis Stretch, texture</p>

A8 (TASK STATEMENT) ALTER BLADE WIDTH, COAT

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TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
Garment Single needle sewing machine Work table Shears Ruler 12" Marking crayon Hand sewing needle - no. 6 Thimble Basting and matching thread Seam ripper Steam iron and press cloth	Let out, or reduce width of blade through center back seam Press seam, face to face, flat Mark off new altered line, following the contour of center back (neck to vent placket) Baste along marked line, machine stitch Remove basting and original seam stitching, press seam open. Shape and finish garment alteration	Safety - disconnect electric units Hazard - correct use of sewing, ripping and cutting tools
<u>DECISIONS</u> Determine style and contour of garment Correct marking crayon	<u>CUES</u> Type of fabric	<u>ERRORS</u> Failure to maintain style, drape and quality workmanship Rip or tear garment

TASK STATEMENT) ALTER BLADE WIDTH, COAT

SCIENCE		MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE</p> <p>Simple machines used to gain mechanical advantage [power sewing machine]</p> <p>Effect of heating and cooling on state of matter (change of matter from one form to another) [heat, steam, air vacuum]</p> <p>Resistance of fabric to change in shape [stretching of fabric]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>		<p>Positive rationals - fractions</p> <p>Addition or subtraction algorithm</p> <p>Basic measurement and linear</p>
COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
<p>Viewing</p> <p>Reading</p> <p>Touch</p>	<p>Measurement, marking</p> <p>Measurement, marking</p> <p>Examine material</p>	<p>Recognition of symbols, visual analysis logic</p> <p>Recognition of symbols, visual analysis logic</p> <p>Stretch ;</p>

A9 (TASK STATEMENT) ALTER COAT BODY DARTS

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
<p>Garment Single needle sewing machine Work table Shears Ruler 12" Marking crayon Hand sewing needle - no. 6 Thimble Basting and matching thread Seam ripper Steam iron and press cloth</p>	<p>Rip out felling stitch on body lining Press body darts flat Mark position of darts, consider con- tour of coat style Machine stitch along new dart markings Remove original machine stitching shape and press garment Position body lining and hand finish (felling stitch)</p>	<p>Safety - disconnect electric units Hazard - correct use of sewing, ripping and cutting tools</p>
<u>DECISIONS</u> Determine style and contour of garment Correct marking crayon	<u>CUES</u> Type of fabric	<u>ERRORS</u> Failure to maintain style, drape and quality workmanship

MATH - NUMBER SYSTEMS	
Positive rationals - fractions Addition or subtraction algorithm Basic measurement and linear [for body measuring]	

SCIENCE	
PHYSICAL SCIENCE Simple machines used to gain mechanical advantage [power sewing machine] Effect of heating and cooling on state of matter (change of matter from one form to another) [heat, steam, air vacuum] Resistance of fabric to change in shape [stretching] BEHAVIORAL SCIENCE (see appendix)	

COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
Viewing Reading Touch	Measurement and marking Measurement and marking Examine material	Recognition of symbols, visual analysis logic Recognition of symbols, visual analysis logic Texture, stretch

COMMUNICATIONS

A10 TASK STATEMENT) ALTER VEST BODY CHEST AND WAIST

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
<p>Single needle sewing machine Work table Shears Ruler 12", Marking crayon Hand sewing needle - no. 6 Thimble Basting and matching thread Seam ripper Steam iron and press cloth</p>	<p>Remove stitching at neck strap Turn vest inside-out, press side seams flat Mark off new seam allowance Follow the contour of the original seam Machine stitch along marked line Rip out original seam, pull out loose threads Turn vest right-side-out. Hand finish lining at neck strap. Press and shape garment</p>	<p>Safety - disconnect electric units Hazard - correct use of sewing, ripping and cutting tools</p>
<u>DECISIONS</u> Determine style and contour of garment Correct marking crayon	<u>CUES</u> Type of fabric	<u>ERRORS</u> Failure to maintain style, drape and quality workmanship

SCIENCE

PHYSICAL SCIENCE

Simple machines used to gain mechanical advantage [power sewing machine]

Effect of heating and cooling on state of matter (change of matter from one form to another) [heat, steam, air vacuum]

Resistance of fabric to change in shape [stretching of fabric]

BEHAVIORAL SCIENCE (see appendix)

MATH - NUMBER SYSTEMS

Positive rationals - fractions

Addition or subtraction algorithm

Basic measurement and linear [measurement and size]

COMMUNICATIONS

PERFORMANCE MODES

Viewing

Reading

Touch

EXAMPLES

Measurement, marking

Measurement, marking

Examine material

SKILLS/CONCEPTS

Recognition of symbols, visual analysis logic

Recognition of symbols, visual analysis logic

Texture, stretching

Duty B Altering Women's Clothing

- 1 Alter length of coat
- 2 Alter length of skirt or dress
- 3 Alter length of slacks
- 4 Alter waistline
- 5 Alter sleeve length
- 6 Change location and length of darts
- 7 Change width of bustline
- 8 Alter width of hipline
- 9 Alter waist length of bodise
- 10 Alter neckline
- 11 Alter crotch length
- 12 Alter shoulder width

D1 (TASK STATEMENT) ALTER LENGTH OF COAT

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
Single needle machine Blind stitch machine Work table Needle Pins Thread Chalk pencil Seam gauge Hem tape Dressmakers shears Pinking shears Thimble Hem marker or yardstick Seam ripper Coat Steam iron or presser Press cloth Glue	Remove existing hem Press flat Mark correct length Trim to desired width of hem (2'') Press Sew on hem tape if used Put in hem Finish	SAFETY Pins parallel to hem edge Pin points all same direction Seam rippers and shears used away from self Proper use of machine Proper use of iron or presser HAZARD Pricking self Cutting self Shock Injury to hands Burns
DECISIONS Determine length desired Determine correct method for fabric	CUES Style Type of fabric	ERRORS Uneven hem

TASK STATEMENT) ALTER LENGTH OF COAT

SCIENCE		MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE</p> <p>Resistance of materials to change in shape [stretching of fabrics]</p> <p>Effect of heating and cooling on state of matter (change of matter from one form to another) [pressing equipment, steam pressure, air vacuum]</p> <p>Simple machines used to gain mechanical advantage [sewing machine]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>		<p>Positive rationals - fractions</p> <p>Addition or subtraction algorithm</p> <p>Measurement - linear</p>
COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
<p>Viewing</p> <p>Reading</p> <p>Touching</p>	<p>Correct length marking</p> <p>Comprehension written instructions</p> <p>Examine fabric</p>	<p>Recognition of symbols, visual analysis, logic</p> <p>Comprehension, process - instructions</p> <p>Texture, stretch</p>

B2 (TASK STATEMENT) ALTER LENGTH OF SKIRT OR DRESS

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
<p>Single needle machine Blind stitch machine Work table Needle Thread Pins Chalk pencil Seam gauge Yard stick or hem marker Dressmakers shears Pinking shears Hem tape Seam ripper Skirt or dress Steam iron or presser Press cloth Thimble</p>	<p>Remove hem Press flat Mark correct length Trim to desired width of hem Press Sew on hem tape if desired Put in hem Finish</p>	<p><u>SAFETY</u> Pins pointed into fabric Proper use of ripper and shears Proper use of machine Proper use of iron or presser</p> <p><u>HAZARD</u> Pricking self Cutting self Injury to hands Burn</p>
<p><u>DECISIONS</u></p> <p>Length desired Correct method for fabric</p>	<p><u>CUES</u></p> <p>Type of fabric Style</p>	<p><u>ERRORS</u></p> <p>Uneven hem</p>

TASK STATEMENT) ALTER LENGTH OF SKIRT OR DRESS

ASK STATEMENT/ ALTER LENGTH OF SKIRT OR DRESS		MATH - NUMBER SYSTEMS
SCIENCE		
PHYSICAL SCIENCE Simple machines used to gain mechanical advantage [sewing machine Effect of heating and cooling on state of matter (change of matter from one form to another) [pressing equipment, steam electrical and air vacuum] Resistance of materials to change in shape [stretching of fabrics]		Positive rationals - fractions Measurement - linear
BEHAVIORAL SCIENCE (see appendix)		
COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
Viewing Reading Touching	Correct length, marking Comprehension written instructions Examine fabric	Recognition of symbols, visual analysis logic Comprehension, process - instructions Texture, stretch

(TASK STATEMENT) ALTER LENGTH OF SLACKS

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
Slacks Blind stitch machine Needle Pins Seam gauge Yard stitch or plastic tape measure Straight edge Chalk pencil Dressmakers shears Needle Thread Iron or presser	Remove hem, if any Press flat Measure inseam and mark Mark width of hem Press in hem Stitch Finish - tacking and pressing	<u>SAFETY</u> Pins pointed into fabric Use shears and seam ripper pointed away from body Correct use of machine Proper use of iron or presser <u>HAZARD</u> Pricking self Cutting self Shock Injury to hand Burn
<u>DECISIONS</u> Desired length	<u>CUES</u> Inseam measurement	<u>ERRORS</u> Wrong length

TASK STATEMENT) ALTER LENGTH OF SLACKS

SCIENCE		MATH - NUMBER SYSTEMS	
<p>PHYSICAL SCIENCE Simple machines used to gain mechanical advantage [sewing machine] Effect of heating and cooling on state of matter (change of matter from one form to another) [pressing equipment, steam, electrical and air vacuum] Resistance of materials to change in shape [stretching of fabrics]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>		Positive rationals - fractions Measure linear	

COMMUNICATIONS			
<u>PERFORMANCE MODES</u>		<u>EXAMPLES</u>	<u>SKILLS/CONCEPTS</u>
Viewing Reading Touching		Correct length, marking Comprehending written instructions Examine fabric	Recognition of symbols, visual analysis logic Comprehension, process - instructions Texture, stretch

D4 (TASK STATEMENT) ALTER WAISTLINE

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
<p>Single needle machine Work table Pins Seam gauge Tape measure Seam ripper Skirt or slacks Iron or presser Chalk pencil Shears</p>	<p>Remove waistband or facing Remove stitching in darts and seams Press flat Pin in alteration at darts and seams Stitch Replace waistband Finish</p>	<p>SAFETY Pins pointed in Rip away from person Cut away from person Proper use of machine Proper use of iron or presser</p> <p>HAZARD Pricking self Cutting self Shock Injury to hands Burns</p>
<p><u>DECISIONS</u></p> <p>Determine finished waist measurement Determine technique for the fabric</p>	<p><u>CUES</u></p> <p>Style Type of fabric</p>	<p><u>ERRORS</u></p> <p>Improper fit</p>

SCIENCE

PHYSICAL SCIENCE

Simple machines used to gain mechanical advantage [sewing machine]

Effect of heating and cooling on stating of matter (change of matter from one form to another) [pressing equipment, steam pressure, air vacuum]

BEHAVIORAL SCIENCE (see appendix)

MATH -- NUMBER SYSTEMS

Positive rationals - fractions
Addition or subtraction algorithm
Measurement - linear

COMMUNICATIONS

PERFORMANCE MODES

Viewing

Reading

Touching

EXAMPLES

Marking of alteration

Comprehending written instructions

Examine fabric

SKILLS/CONCEPTSRecognition of symbols, visual analysis
logicComprehension, process - instructions
Texture, stretch

B5 (TASK STATEMENT) ALTER SLEEVE LENGTH

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
Garment Single needle machin Blind stitch machine Work table Shears Pins Thread Needle Seam Iron or presser Hem tape Tape measure Chalk pencil	Remove existing hem Press flat Mark new length and trim to desired hem width Stitch hem tape, if needed Turn new hem Press Sew hem Finish	SAFETY Pins pointed inward Proper use of ripper and shears Proper use of machines Proper use of iron or presser HAZARD Pricking self Cutting self Injury to hands Burn
<u>DECISIONS</u> Determine desired length Determine method for fabric	<u>CUES</u> Fabric	<u>ERRORS</u> Uneven length

SCIENCE	MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE</p> <p>Simple machines used to gain mechanical advantage [sewing machine]</p> <p>Effect of heating and cooling on state of matter (change of matter from one form to another) [pressing equipment, etc]</p> <p>Resistance of materials to change in shape [stretching of fabrics]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>	<p>Positive rationals - fractions</p> <p>Addition or subtraction algorithm</p> <p>Measurement - linear</p>
COMMUNICATIONS	
PERFORMANCE MODES	EXAMPLES
<p>Viewing</p> <p>Reading</p> <p>Touching</p>	<p>Correct length markings</p> <p>Comprehending written instructions</p> <p>Examine fabric</p>
SKILLS/CONCEPTS	
<p>Recognition of symbols, visual analysis logic</p> <p>Comprehension, process - instructions</p> <p>Texture, stretch</p>	

B6 (TASK STATEMENT) CHANGE LOCATION AND LENGTH OF DARTS

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
<p>Garment Single needle machine Work table Seam ripper Thread Needle Pins Iron or presser Chalk pencil Shears</p>	<p>Fit proper alteration Rip only as much as necessary in darts and seams Pin or baste new darts Stitch darts and seams Finish</p>	<p><u>SAFETY</u> Pins pointed into fabric Seam rippers and shears used properly Proper use of machine Proper use of iron or presser</p> <p><u>HAZARD</u> Sticking self Cutting self Shock Injury to hands Burns</p>
<p><u>DECISIONS</u> Can darts be moved</p>	<p><u>CUES</u> Method of finishing darts Style of garment</p>	<p><u>ERRORS</u> Improper fit Unbecoming folds in fabric V</p>

TASK STATEMENT) CHANGE LOCATION AND LENGTH OF DARTS

SCIENCE		MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE Simple machines used to gain mechanical advantage [sewing machine] Effect of heating and cooling on state of matter (change of matter from one form to another) [pressing equipment, etc.]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>		Positive rationals - fractions Measurement - linear
COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
Viewing Reading Touching	Correct alteration, markings Comprehending written instruction Examine fabric	Recognition of symbols, visual analysis logic Comprehension, process - instruction Texture, stretch

B7 (TASK STATEMENT)

CHANGE WIDTH OF BUSTLINE

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
<p>Garment Single needle machine Work table Tape measure Shears Seam ripper Thread Iron or presser Pins Needles Chalk pencil</p>	<p>Fit proper alteration Rip only as much as necessary Maintain at least $\frac{1}{4}$ inch seam allowance Pin or baste new seam Stitch and trim seam Finish</p>	<p>SAFETY Pins pointed into fabric Proper use of ripper and shears Proper use of machine Proper use of iron or presser</p> <p>HAZARD Pricking self Cutting self Injury to hands Burns</p>
<u>DECISIONS</u> Determine feasibility of alteration	<u>CUES</u> Style Width of existing seam allowance	<u>ERRORS</u> Unbecoming fit

TASK STATEMENT) CHANGE WIDTH OF BUSTLINE

SCIENCE	MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE</p> <p>Simple machines used to gain mechanical advantage [sewing machine]</p> <p>Effect of heating and cooling on state of matter (change of matter from one form to another) [pressing equipment, etc.]</p> <p>Resistance of materials to change in shape [stretching of fabric]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>	<p>Positive rationals - fractions</p> <p>Measurement - linear</p>
COMMUNICATIONS	
<p><u>PERFORMANCE MODES</u></p> <p>Viewing</p> <p>Reading</p> <p>Touching</p>	<p><u>EXAMPLES</u></p> <p>Marking of alteration</p> <p>Comprehending written instructions</p> <p>Examine fabric</p> <p><u>SKILLS/CONCEPTS</u></p> <p>Recognition of symbols, visual analysis logic</p> <p>Comprehension, process - instructions</p> <p>Texture, stretch</p>

8 (TASK STATEMENT) ALTER WIDTH OF HIPLINE

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TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
Garmet Single needle machine work table Thread Pins Shears Tape measure Seam ripper Iron or presser Chalk pencil	Rip only as much as necessary Fit proper alteration Pin or baste new seams, darts Finish	SAFETY Proper placement of pins Proper use of machine Proper use of iron or presser Proper use of ripper or shears HAZARD Shock Pricking self Cutting self Burns Injury to hands
<u>DECISIONS</u> Determine feasibility of alteration	<u>CUES</u> Style Fabric	<u>ERRORS</u> Unbecoming fit Style is changed

TASK STATEMENT) ALTER WIDTH OF HIPLINE

TASK STATEMENT// ALTER WIDTH OF HIP/LINE		SCIENCE	MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE</p> <p>Simple machines used to gain mechanical advantage [sewing machine]</p> <p>Effect of heating and cooling on state of matter (change of matter from one form to another) [pressing equipment, etc]</p> <p>Resistance of materials to change in shape [stretching of fabrics]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>		Positive rationals - fractions Measurement - linear	
COMMUNICATIONS			
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS	
Viewing Reading Touching	Proper alteration, markings Comprehending written instructions Examine fabric	Recognition of symbols, visual analysis logic Comprehension, process - instructions Texture, stretch	

(TASK STATEMENT) ALTER WAIST LENGTH OF BODICE

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
Garment - dress Work table Single needle machine Pins Shears Tape measure Thread Iron or presser Chalk pencil	Fit garment and mark alteration Rip out waist seam and press flat Alter dart length as necessary Raise or lower bodice as needed Replace waist seam Finish	<p>SAFETY</p> <p>Proper positioning of pins Proper use of sharp equipment Proper use of machine Proper use of pressing equipment</p> <p>HAZARD</p> <p>Pricking or cutting self Burns Shock Injury to hands</p>
<p><u>DECISIONS</u></p> <p>Determine if alteration can be made</p>	<p><u>CUES</u></p> <p>Width of seam allowance Fabric type Style</p>	<p><u>ERRORS</u></p> <p>Unbecoming folds in fabric Incorrect fit</p>

SCIENCE		MATH -- NUMBER SYSTEMS
PHYSICAL SCIENCE Simple machines used to gain mechanical advantage [power sewing machine] Effect of heating and cooling on state of matter (change of matter from one form to another) [pressing equipment etc] Resistance of materials to change in shape [stretching of fabric] BEHAVIORAL SCIENCE (see appendix)		Positive rationals - fractions Measurement - linear
COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
Viewing Reading Touching	Correct length, markings Comprehending written instructions Examine fabric	Visual analysis, recognition of symbols, logic Comprehension, process - instructions Texture, stretch

B10 (TASK STATEMENT) ALTER NECKLINE

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TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
Garment Work table Single needle machine Seam ripper Pins Thread Tape measure Iron and presser Chalk pencil Dressmakers shears	Mark desired alteration Rip collar or facing and press flat Pin or baste desired alteration Stitch Replace collar or facing after making needed alteration to it Finish	SAFETY Proper placement of pins Proper use of shears and ripper Proper use of machine Proper use of pressing equipment HAZARD Shocks Burns Cutting or pricking Injury to hands
<u>DECISIONS</u> Determine minimum length of seam to be ripped Determine if style is altered Determine if fabric is adaptable to alteration	<u>CUES</u> Style Fabric type	<u>ERRORS</u> Improper fit Unbecoming style

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TASK STATEMENT) ALTER NECKLINE

SCIENCE

PHYSICAL SCIENCE

Simple machines used to gain mechanical advantage [sewing machine]

Effect of heating and cooling on state of matter (change to matter from one form to another) [pressing equipment, etc.]

Resistance of materials to change in shape [stretching of fabric]

BEHAVIORAL SCIENCE(see appendix)

MATH - NUMBER SYSTEMS

Positive rationals - fractions
Measurement - linear

COMMUNICATIONS

PERFORMANCE MODES

Viewing

Reading

Touching

EXAMPLES

Proper alteration, markings

Comprehending written instructions

Examine fabric

SKILLS/CONCEPTS

Visual analysis, recognition symbols, logic

Comprehension, process - instructions

Texture, stretch

311 (TASK STATEMENT) ALTER CROTCH LENGTH

TOOLS, EQUIPMENT, MATERIALS,
OBJECTS ACTED UPON

Slacks
Single needle machine
Work table
Pins
Needle
Thread
Shears
Tape measure
Iron or presser
Chalk pencil

PERFORMANCE KNOWLEDGE

Mark desired alteration
Remove waistband or facing
Rip and press flat
Raise or lower crotch as needed
Pin or baste new lines
Stitch
Replace waistband or facing
Finish [tacking or pressing]

SAFETY - HAZARD

SAFETY
Proper positioning of pins
Proper use of cutting equipment
Proper use of machine
Proper use of pressing equipment

HAZARD
Shack
Burns
Injury to hand
Pricking or cutting self

DECISIONS

Determine minimum length of seam to
rip
Determine if style has changed
Determine if fabric can be altered

CUES

Style
Fabric type

ERRORS

Incorrect fit
Folds or wrinkles in garment

TASK STATEMENT) ALTER CROTCH LENGTH

SCIENCE		MATH -- NUMBER SYSTEMS
<p>PHYSICAL SCIENCE</p> <p>Simple machines used to gain mechanical advantage [sewing machine]</p> <p>Effect of heating and cooling on state of matter (change of matter from one form to another) [pressing equipment]</p> <p>Resistance of materials to change in shape [stretching of fabric]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>		<p>Positive rationals - fractions</p> <p>Measurement - linear</p>
COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
<p>Viewing</p> <p>Reading</p> <p>Touching</p>	<p>Correct length markings</p> <p>Comprehending written instructions</p> <p>Examine fabric</p>	<p>Recognition of symbols, visual analysis logic</p> <p>Comprehension, process - instructions</p> <p>Textures stretch</p>

B12 (TASK STATEMENT) ALTER SHOULDER WIDTH

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
<p>Single needle machine Garment Work table Pins Seam ripper Tape measurement Needle Thread Dressmaker shears Iron or presser</p>	<p>Mark or baste desired alteration Rip seam Pin desired alteration Stitch Finish (pressing)</p>	<p>SAFETY Pins pointed inward Shears used properly Seam ripper used properly Machine used properly Iron or presser used properly</p> <p>HAZARD Rock Picking self Cutting self Injury to hands Burns</p>
<p><u>DECISIONS</u></p> <p>Determine method of alteration for fabric Determine minimum length of seam to be ripped</p>	<p><u>CUES</u></p> <p>Style Fabric</p>	<p><u>ERRORS</u></p> <p>Incorrect fit Style is changed</p>

SCIENCE	MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE Simple machines used to gain mechanical advantage [sewing machine] Effect of heating and cooling on state of matter (change of matter from one form to another) [pressing equipment] Resistance of materials to change in shape [stretching of fabric]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>	<p>Positive rationals - fractions Measurement - linear</p>
COMMUNICATIONS	
PERFORMANCE MODES	EXAMPLES
<p>Viewing Reading Touching</p>	<p>Correct alteration, markings Comprehending written instructions Examine fabric</p>
SKILLS/CONCEPTS	
<p>Visual analysis, recognition of symbols logic Comprehension, process - instructions Texture, stretch</p>	

Duty C Repairing Men's Clothing

- 1 Repair worn trouser cuffs
- 2 Reinforce trouser seat
- 3 Replace trouser zipper
- 4 Repair zipper
- 5 Replace trouser/coat pockets
- 6 Repair pocket piping edge
- 7 Repair worn sleeve edge
- 8 Re-work buttonhole (Tailored) hand finish

(TASK STATEMENT) REPAIR WORN TROUSER CUFFS

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACIED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
Special blind-stitch machine Work table Shears 10", Ruler 12", Marking crayon Hand sewing needle - no. 6 or 7 Thimble Basting and matching colored thread Utility steam press or hand iron Press cloth Seam ripper	Remove cuff hem stitching Press out cuff creases Measure and mark off for French Cuffs Fold and baste into position, trouser cuff Finish cuff hem with a blind stitch machine or hand felling stitch Tack cuffs at inseam and outseam Remove basting, shape and press	SAFETY Disconnect electrical units Possible injury to eyes and/or fingers HAZARD Correct use of cutting, ripping tools
<u>DECISIONS</u> Determine correct measuring techniques and consideration for type of quality of fabric	<u>CUES</u> Proper selection of marking crayon and ripping tool	<u>ERRORS</u> Finished product should conform with original fold and crease lines Possible damage to garment during ripping and sewing operation

SCIENCE	MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE Simple machines used to gain mechanical advantage [industrial "special" machine (blind stitch)] Effect of heating and cooling on state of matter (change of matter from one form to another) [heat, steam, air vacuum] Resistance of fabric to change in shape [stretching of fabric]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>	<p>Positive rationals - fractions Addition or subtraction algorithm Basic measurement of linear [finished measurement]</p>
COMMUNICATIONS	
<p><u>PERFORMANCE MODES</u></p> <p>Viewing Reading Touch</p>	<p><u>EXAMPLES</u></p> <p>Measurement and marking Measurement and marking Examine material</p> <p><u>SKILLS/CONCEPTS</u></p> <p>Recognition of symbols, visual analysis logic Recognition of symbols, visual analysis logic Texture, stretch</p>

(TASK STATEMENT) REINFORCE TROUSER SEAT

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
Special, blind-stitch machine Work table Shears 10'' Ruler 12'' Marking crayon Hand sewing needle - no. 6 or 7 Thimble Basting and matching colored thread Utility steam press or hand iron Press cloth Seam ripper	Select fabric for reinforcement Outline with marking crayon area to be repaired (inside of trouser seat) Cut fabric to match outline Position fabric sections to seat area, baste in place Machine stitch or hand finish raw edge of fabric sections to garment Machine stitch or hand finish worn area of seat Remove basting, shape and press	SAFETY Disconnect electrical units Possible injury to eyes and/or fingers HAZARD Correct use of cutting, ripping tools
DECISIONS Determine correct marking of outline Proper selection or marking, shaping fabric and sewing technique	CUES Quality of garment involved	ERRORS Finished product should not detract from normal fit or appearance

TASK STATEMENT) REINFORCE TROUSER SEAT

TASK STATEMENT) REINFORCE TROUSER SEAT	
SCIENCE	MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE</p> <p>Simple machines used to gain mechanical advantage [industrial "special" machine (blind stitch)]</p> <p>Effect of heating and cooling on state of matter (change of matter from one form to another) [heat, steam, air vacuum]</p> <p>Resistance of fabric to change in shape [stretching of fabric]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>	<p>Positive rationals - fractions</p> <p>Addition or subtraction algorithm</p> <p>Design of reinforcement fabric</p> <p>Basic measurement of linear</p>
COMMUNICATIONS	
PERFORMANCE MODES	EXAMPLES
<p>Viewing</p> <p>Reading</p> <p>Touch</p>	<p>Measurement, marking, design</p> <p>Measurement, marking, design</p> <p>Examine material</p>
SKILLS/CONCEPTS	
<p>Recognition of symbols, visual analysis logic</p> <p>Recognition of symbols, visual analysis logic</p> <p>Texture, stretch, color discrimination</p>	

3. (TASK STATEMENT) REPLACE TROUSER ZIPPER

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
Single needle industrial sewing machine Special, blind-stitch machine Work-table Shears 10" Ruler Marking crayon Hand sewing needle - no. 6 or 7 Thimble Basting and matching colored thread Utility steam press or hand iron Press cloth Seam ripper	Remove broken zipper, do not remove bar tack, bottom of trouser fly Trim new zipper to size, insert in trousers by basting Machine stitch zipper into fly front and facing sections Insert and stitch top of zipper tape in waistband seam. Bar tack bottom of fly to zipper tape Remove basting, shape and press	SAFETY Disconnect electrical units Possible injury to eyes and/or fingers HAZARD Correct use of cutting, ripping tools
<u>DECISIONS</u> Determine proper selection of zipper type	<u>CUES</u> Size and color shade of zipper Quality of garment involved	<u>ERRORS</u> Finished product should not detract from normal fit or appearance

TASK STATEMENT (1) REFERENCE INSTRUCTIONS LISTED	
SCIENCE	MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE</p> <p>Simple machines used to gain mechanical advantage [industrial single needle machine]</p> <p>Effect of heating and cooling on state of matter (change of matter from one form to another) [heat, steam, air vacuum]</p> <p>Resistance of fabric to change in shape [stretching of fabric]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>	<p>Positive rationals - fractions</p> <p>Addition or subtraction algorithm</p> <p>Size and length of zipper</p> <p>Basic measurement of linear [finished length]</p>
COMMUNICATIONS	
PERFORMANCE MODES	EXAMPLES
Viewing	Measurement, marking
Reading	Measurement, marking
Touch	Examine material
	SKILLS/CONCEPTS
	Recognition of symbols, visual analysis logic
	Recognition of symbols, visual analysis logic
	Texture, stretch, color discrimination

C4 (TASK STATEMENT) REPAIR ZIPPER

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
Zipper repair kit Zipper ease pencil	<p>(Note:) If zipper teeth (track) are missing, zipper cannot as a rule be repaired</p> <p>Damage slide lock Remove bottom claw stop, and slide lock Replace slide or reshape with needle-nose pliers Replace slide, check for proper operation lubricate zipper track with zipper ease pencil (see your supplier) Replace bottom claw stop</p>	Possible injury to fingers
<p><u>DECISIONS</u></p> <p>Proper use of zipper tools</p>	<p><u>CUES</u></p> <p>Knowledge of zipper operation</p>	<p><u>ERRORS</u></p> <p>Finished product should not detract from normal fit or operation</p>

ASK STATEMENT) REPAIR ZIPPER		MATH -- NUMBER SYSTEMS	
SCIENCE		Basic measurement of linear Zipper size and length	
PHYSICAL SCIENCE Simple machines used to gain mechanical advantage [zipper repair kit] (specials tools) Resistance of materials to change in shape [zipper track and length]			
BEHAVIORAL SCIENCE (see appendix)			
COMMUNICATIONS			
<u>PERFORMANCE MODES</u> Viewing Reading Touch		<u>EXAMPLES</u> Measurement and marking Description of mechanism Zipper track	<u>SKILLS/CONCEPTS</u> Visual analysis, logic Comprehension, terminology, instruction Movement

C5 (TASK STATEMENT) REPLACE TROUSER/COAT POCKET'S

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
<p>Single needle industrial sewing machine Work table Shears Ruler Hand sewing needle - no. 6 or 7 Thimble Basting and matching colored thread Utility steam press or hand iron Press cloth Seam ripper Pocketing</p>	<p>Cut pocketing to correct size Remove worn pocketing, cut away from pocket facing and piping edge Position pocketing sections to piping and facings baste in place Machine stitch $\frac{1}{4}$ from edge Off press last operation, shape and trim pocketing. Close off shape of pocket by machine stitching $\frac{3}{8}$ '' seam allowance Remove basting, shape and press</p>	<p>SAFETY Correct use of cutting and ripping tool HAZARD Disconnect electrical units Possible injury to eyes and fingers</p>
<p><u>DECISIONS</u> Determine size and type of material to be used</p>	<p><u>CUES</u> Proper use of cutting and ripping tools</p>	<p><u>ERRORS</u> Finished product does not conform with style and drape of garments</p>

SCIENCE		MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE</p> <p>Simple machines used to gain mechanical advantage [industrial single needle machine]</p> <p>Effect of heating and cooling on state of matter (change of matter from one form to another) [heat, steam, air vacuum]</p> <p>Resistance of fabric to change in shape [stretching of fabric]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>		<p>Positive rationals - fractions</p> <p>Addition or subtractions algorithm</p> <p>Basic measurement of linear size and shape</p>
COMMUNICATIONS		
<u>PERFORMANCE MODES</u>	<u>EXAMPLES</u>	<u>SKILLS/CONCEPTS</u>
<p>Viewing</p> <p>Touch</p>	<p>Measurement, marking</p> <p>Examine material</p>	<p>Recognition of symbols, visual analysis logic</p> <p>Texture, color discrimination</p>

(TASK STATEMENT) REPAIR POCKET PIPING EDGE

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TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
<p>Single needle industrial sewing machine Work table Shears Ruler Hand sewing needle - no. 6 or 7 Thimble Basting and matching colored thread Utility steam press or hand iron Press cloth Seam ripper</p>	<p>Rip out inside stitching of pocket piping (fabric). Trim away piping fabric from pocketing and press flat Position and baste piping fabric to outside of trouser piping (worn edge) Machine stitch $\frac{1}{4}$" from pocket edge Fold and turn piping facing to inside of pocket. Baste into position Machine stitch $\frac{1}{4}$" from new edge of pocket Machine or hand stitch inside facing, bar tack pocket Shape and press</p>	<p>SAFETY Correct use of cutting and ripping tool HAZARD Disconnect electrical units Possible injury to eyes and fingers</p>
<p><u>DECISIONS</u> Determine size and type of material to be used</p>	<p><u>CUES</u> Proper use of cutting and ripping tools</p>	<p><u>ERRORS</u> Finished product does not conform with style and drape of garments</p>

TASK STATEMENT) REPAIR POCKET PIPING EDGE

SCIENCE		MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE</p> <p>Simple machines used to gain mechanical advantage [industrial single needle machine]</p> <p>Effect of heating and cooling on state of matter (change of matter from one form to another) [heat, steam, air vacuum]</p> <p>Resistance of fabric to change in shape [stretching of fabric]</p> <p>BEHAVIORAL SCIENCE</p>		<p>Positive rationals - fractions</p> <p>Addition or subtraction algorithm</p> <p>Basic measurement of linear</p> <p>Measurement of replacement fabric</p>
COMMUNICATIONS		
<u>PERFORMANCE MODES</u>	<u>EXAMPLES</u>	<u>SKILLS/CONCEPTS</u>
Viewing Touch	Measurement, marking Examine material	Visual analysis, logic Texture and stretch

C7 (TASK STATEMENT) REPAIR WORN SLEEVE EDGE

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
Single needle industrial sewing machine Work table Shears Ruler Hand sewing needle - no. 6 or 7 Thimble Basting and matching colored thread Utility steam press or hand iron Press cloth Seam ripper	Remove sleeve buttons Rip out felling stitches on lining Press sleeve hem and lining flat Fold sleeve hem, face to face, baste $\frac{1}{2}$ " back from worn folded edge Machine stitch $\frac{1}{4}$ " from worn edge Remove basting, fold down seam toward edge of cuff hem. Top stitch face side $\frac{1}{8}$ " from seam edge Turn up finished hem, position sleeve side vents (plackets). Hand finish inside hem, and attach lining to sleeve. Remove basting shape and press Position and place sleeve buttons	Cutting tools Ripping tools Power sewing machine Possible injury to eyes or fingers
<u>DECISIONS</u> Determine correct marking and consideration for quality workmanship	<u>CUES</u> Correct use of finishing tools and skills Position of button re-placement	<u>ERRORS</u> Irregular line Uneven side vents

ASK STATEMENT) REPAIR WORN SLEEVE EDGE

ASK STATEMENT) REPAIR WORN SLEEVE EDGE	
SCIENCE	MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE</p> <p>Simple machines used to gain mechanical advantage [industrial single needle machine]</p> <p>Effect of heating and cooling on state of matter (change of matter from one form to another) [heat, steam, air vacuum]</p> <p>Resistance of fabric to change in shape [stretching of fabric]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>	<p>Positive rationals - fractions</p> <p>Addition or subtraction algorithm</p> <p>Basic measurement of linear</p> <p>Measurement of replacement and/or worn fabric</p>
COMMUNICATIONS	
PERFORMANCE MODES	SKILLS/CONCEPTS
Viewing Touch	Visual analysis, logic Texture, stretch

C8 (TASK STATEMENT) REWORK BUTTONHOLE (TAILORED) HAND FINISH

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
<p>Buttonhole twist and cable cord matching color</p> <p>Beeswax</p> <p>Between hand sewing needle - no. 2</p> <p>Thimble</p> <p>Shears</p>	<p>Clean and trim worn buttonhole</p> <p>Position cable cord, 1/16" from edge of buttonhole</p> <p>Position buttonhole twist, refinish edge of buttonhole</p> <p>Tie off ends, bar tack, shape and press garment edge and buttonholes</p>	<p>Cutting and ripping tools</p> <p>Possible injury to fingers</p>
<u>DECISIONS</u>	<u>CUES</u>	<u>ERRORS</u>
<p>Selection of thread size and color</p>	<p>Size and quality of finishing stitch</p>	<p>Too heavy, size buttonhole</p> <p>Loss of style and shape</p> <p>Poor quality</p>

SCIENCE	MATH -- NUMBER SYSTEMS
<p>PHYSICAL SCIENCE Effect of heating and cooling on state of matter (change of matter from one form to another) [heat, steam, air vacuum] Resistance of fabric to change in shape [stretching of fabric]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>	<p>Positive rationals - fractions Basic measurement of linear Measurement and retention of shape and style</p>
PERFORMANCE MODES	COMMUNICATIONS
<p>Viewing Touch</p>	<p>EXAMPLES Examine material</p> <p>SKILLS/CONCEPTS Visual analysis, logic Texture and stretch</p>

Duty D Repairing Women's Clothing

- 1 Replace a zipper
- 2 Repair moth or burn hole
- 3 Re-work buttonholes
- 4 Replace lining in a coat
- 5 Repair L-shaped tear
- 6 Replace fastenings
- 7 Replace pockets in coats and jackets
- 8 Replace elastic waistband
- 9 Repair zipper (slide back)
- 10 Repair worn leg hem
- 11 Replace worn collar or cuff
- 12 Repair worn coat sleeve edges
- 13 Repair worn slacks seat and crotch

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D1 (TASK STATEMENT) REPLACE A ZIPPER

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
Garment Replace zipper Single needle sewing machine with zip- per foot Work table Seam ripper Thread Shears Pins Steam iron or presser	Open waistband or neckline 1 inch on each side of placket Remove zipper stitching Pin baste right side of zipper in place Stitch right side of zipper in place Pin baste left side of zipper in place Stitch left side of zipper in place Close waistband seams Finish	SAFETY Pins pointed inward Proper use of shears Proper use of seam ripper Proper use of machine Proper use of iron or presser HAZARD Cutting self Injury to hands Burns
<u>DECISIONS</u> Determine what type of zipper to use	<u>CUES</u> Type of fabric	<u>ERRORS</u> Incorrect finish

SCIENCE	MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE</p> <p>Resistance of materials to change in shape [stretching of fabrics]</p> <p>Effect of heating and cooling on state of matter (change of matter from one form to another) [pressing equipment]</p> <p>Simple machines used to gain mechanical advantage [sewing machine]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>	<p>Positive rationals - whole numbers</p> <p>Addition algorithm</p> <p>Measurement - linear zipper length</p> <p>setting stitch length</p>
PERFORMANCE MODES	COMMUNICATIONS
<p>Viewing</p> <p>Touching</p>	<p>EXAMPLES</p> <p>Put back in same manner as original</p> <p>Examine fabric</p> <p>SKILLS/CONCEPTS</p> <p>Logic, visual analysis</p> <p>Stretch, texture</p>

D2 (TASK STATEMENT) REPAIR MOTH OR BURN HOLE

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
<p>Garment Shears Work table Needle Thread Pins Iron or presser</p>	<p>Take matching piece of material from seam allowance, facing or other inconspicuous place Remove same lengthwise and crosswise threads Place over hole Work threads into garment Press</p>	<p>SAFETY Proper use of shears Proper positioning of pins Proper use of pressing equipment</p> <p>HAZARD Cutting or pricking self</p>
<p><u>DECISIONS</u> Determine where to get matching materials</p>	<p><u>CUES</u> Size of seam allowances, facings, etc.</p>	<p><u>ERRORS</u> Noticeable workmanship</p>

SCIENCE	MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE</p> <p>Effect of heating and cooling on state of matter (change of matter from one form to another) [pressing equipment, etc.]</p> <p>Resistance of materials to change in shape [stretching of fabric]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>	<p>Positive rationals - fractions</p> <p>Addition algorithm</p> <p>[Determining size of patch]</p> <p>Linear area</p>
PERFORMANCE MODES	COMMUNICATIONS
<p>Viewing</p> <p>Touching</p>	<p><u>EXAMPLES</u></p> <p>Matching fabric, design</p> <p>Examine fabric</p> <p><u>SKILLS/CONCEPTS</u></p> <p>Logic, visual analysis</p> <p>Stretch</p>

3 (TASK STATEMENT) RE-WORK BUTTONHOLES

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
<p>Garment Buttonhole twist Needle Work table Shears Iron or presser Cable cord Thimble</p>	<p>Remove all worn or hanging threads Insert cable cord Work buttonhole, using buttonhole stitch and matching thread, reinforcing corners as you go Press</p>	<p>SAFETY Proper use of shears Proper use of pressing equipment Proper use of needle</p> <p>HAZARD Cutting self Burns Pricking self</p>
<p><u>DECISIONS</u></p> <p>Determine if entire old button hole thread has to be removed Determine if cable cord has to be replaced</p>	<p><u>CUES</u></p> <p>How worn the buttonhole is</p>	<p><u>ERRORS</u></p> <p>Poor workmanship Noticable repair</p>

ASK STATEMENT) RE-WORK BUTTONHOLES	
SCIENCE	MATH -- NUMBER SYSTEMS
<p>PHYSICAL SCIENCE</p> <p>Effect of heating and cooling on state of matter (change of matter from one form to another) [pressing equipment, etc.]</p> <p>Resistance of materials to change in shape [stretching of fabric]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>	N/A
COMMUNICATIONS	
<p><u>PERFORMANCE MODES</u></p> <p>Viewing</p>	<p><u>EXAMPLES</u></p> <p>Making buttonhole stitch</p>
	<p><u>SKILLS/CONCEPTS</u></p> <p>Visual analysis, logic</p>

D4 (TASK STATEMENT) REPLACE LINING IN A COAT

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
<p>Coat Replacement lining fabric Single needle machine Chalk pencil Pins Work table Dressmakers shears Iron or presser Press cloth Seam ripper</p>	<p>Remove worn lining after marking join-ings Remove all stitching and press pieces flat Use best pieces as pattern and estimate yardage Layout cut and mark new lining Stitch together and press seams and darts Replace finished lining Finish</p>	<p>SAFETY Proper use of ripper Proper use of shears Proper use of machine Proper use of pressing equipment</p> <p>HAZARD Pricking or cutting self Burns Shock Injury to hands</p>
<p><u>DECISIONS</u> Determine how much and what type lining fabric to use</p>	<p><u>CUES</u> Old lining</p>	<p><u>ERRORS</u> Folds or wrinkles in outer coat</p>

ASK STATEMENT) REPLACE LINING IN A COAT

ASK STATEMENT) REPLACE LINING IN A COAT		MATH - NUMBER SYSTEMS	
SCIENCE		Positive rationals - fractions Addition algorithms Estimating amount of material Setting stitch length Linear, area	
PHYSICAL SCIENCE Simple machines used to gain mechanical advantage [sewing machine] Effect of heating and cooling on state of matter (change of matter from one form to another) [pressing equipment, steam pressure, air vacuum] Resistance of materials to change in shape [stretch of fabric] BEHAVIORAL SCIENCE (see appendix)			
COMMUNICATIONS			
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS	
Viewing Reading	Selecting proper old lining pieces for pattern Comprehending, written instructions	Visual analysis, logic Comprehension, process instructions	

D5 (TASK STATEMENT) REPAIR AND SHAPED TEAR

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
<p>Garment Needle Thread Work table Shears Iron or presser Thimble Single needle machine</p>	<p>Remove all hanging threads with matching thread, work back and forth across garment pulling torn edges together or put narrow seams in each side of tear, clip in corners and press down</p>	<p>SAFETY Proper use of needle Proper use of shears Proper use of pressing equipment Proper use of machine</p> <p>HAZARD Pricking or cutting self Burns Shock Injury to hand</p>
<p><u>DECISIONS</u> Determine if tear can be repaired without showing Determine method of repair</p>	<p><u>CUES</u> How badly torn</p>	<p><u>ERRORS</u> Poor workmanship Noticeable repair</p>

TASK STATEMENT) REPAIR AND SHAPED TEAR

SCIENCE		MATH -- NUMBER SYSTEMS
<p>PHYSICAL SCIENCE Effect of heating and cooling on state of matter (change of matter from one form to another) [pressing equipment]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>		N/A
COMMUNICATIONS		
<u>PERFORMANCE MODES</u>	<u>EXAMPLES</u>	<u>SKILLS/CONCEPTS</u>
Viewing	Determine extent of damage	Visual analysis

D6 (TASK STATEMENT) REPLACE-FASTENINGS

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
<p>Garment Dressmakers shears Work table Needle Thread Fastener - hook and eye, snaps, buttons etc. Thimble Seam ripper</p>	<p>Remove old fastening Determine placement of new fastenings Sewing in place using proper techniques</p>	<p>Proper use of needle Proper use of shears Pricking or cutting self</p>
<u>DECISIONS</u> Determine how many must be replaced Determine proper technique	<u>CUES</u> Type of fasteners	<u>ERRORS</u> Puckers in garment Loose fastenings

SCIENCE	MATH - NUMBER SYSTEMS
PHYSICAL SCIENCE - NONE BEHAVIORAL SCIENCE (see appendix)	Positive rationals - whole numbers Addition algorithm Determine number of fasteners needed
COMMUNICATIONS	
<u>PERFORMANCE MODES</u>	<u>EXAMPLES</u>
Viewing	Determine type and number of fasteners needed
	<u>SKILLS/CONCEPTS</u>
	Visual analysis, logic

(TASK STATEMENT) REPLACE POCKETS IN COATS AND JACKETS

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
<p>Garment Work table Pins Shears Fabric for pockets Iron or presser Thread Single needle machine</p>	<p>Remove pocket Use old pocket as pattern to cut new one Sew back of pocket to coat as original was sewn Sew front of pocket to coat as original Put in pocket seam Press seam</p>	<p>SAFETY Proper positioning of pins Proper use of shears Proper use of sewing machine Proper use of pressing equipment</p> <p>HAZARD Pricking or cutting self Shock Burn Injury to hands</p>
<p><u>DECISIONS</u> Determine if whole pocket must be re-placed</p>	<p><u>CUES</u> Damage to pocket</p>	<p><u>ERRORS</u> Poor workmanship, noticeable work</p>

TASK STATEMENT) REPLACE POCKETS IN COATS AND JACKETS		
SCIENCE	MATH - NUMBER SYSTEMS	
<p>PHYSICAL SCIENCE</p> <p>Simple machines used to gain mechanical advantage [sewing machine]</p> <p>Effect of heating and cooling on state of matter (change of matter from one form to another) [pressing equipment]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>	<p>Positive rationals - whole number</p> <p>Addition algorithm</p> <p>Measurement - setting stitch length</p>	
COMMUNICATIONS		
<u>PERFORMANCE MODES</u>	<u>EXAMPLES</u>	<u>SKILLS/CONCEPTS</u>
Viewing	Determining exact method original was put in	Visual analysis, logic

D8 (TASK STATEMENT) REPLACE ELASTIC WAISTBAND

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
Garment Work table Single needle machine Sergor Seam ripper Elastic Needle Thread Pins Shears Iron or presser Tape measure	Remove old elastic by opening a seam or removing entire waistband Cut new elastic (waist size plus 1'') Insert into waistband Replace waistband or close seam	SAFETY Proper positioning of pins Proper use of seam ripper and shears Proper use of machines Proper use of pressing equipment HAZARD Burns Injury to hands Shock Pricking or cutting self
<u>DECISIONS</u> Determine what method should be used	<u>CUES</u> How elastic is attached to waistband	<u>ERRORS</u> Improper fit Poor workmanship

TASK STATEMENT) REPLACE ELASTIC WAISTBAND

TASK STATEMENT()		REPLACE ELASTIC WAISTBAND	
SCIENCE		MATH - NUMBER SYSTEMS	
<p>PHYSICAL SCIENCE</p> <p>Simple machines used to gain mechanical advantage [sewing machines]</p> <p>Effect of heating and cooling on state of matter (change of matter from one form to another) [pressing equipment]</p> <p>Resistance of materials to change in shape [stretch of fabric]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>		<p>Positive rationals - fractions</p> <p>Addition algorithm</p> <p>Measure</p> <p>Setting stitch regulator</p> <p>Cutting elastic</p>	
COMMUNICATIONS			
<u>PERFORMANCE MODES</u>		<u>EXAMPLES</u>	<u>SKILLS/CONCEPTS</u>
Viewing Touching		Determining method original was put in Examine fabric	Visual analysis, logic Texture, stretch

D10 (TASK STATEMENT) REPAIR WORN LEG HEM

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
<p>Slacks Work table Blind stitch Single needle machine Pins Shear Iron or presser Seam gauge Hem tape</p>	<p>Remove hem stitching Mark new hem line 1/2" above old hem line Cut off worn fabric Sew on hem tape or matching fabric, if available Turn hem, press, and stitch Finish</p>	<p>SAFETY Proper use of machines Proper use of cutting equipment Proper use of pressing equipment Proper positioning of body</p> <p>HAZARD Injury to hands Shock Burns Prickling and cutting self</p>
<p>DECISIONS Can legs be shortened without being too short for wearer</p>	<p>CUES Condition and type of fabric Length of garment</p>	<p>ERRORS Improper length Poor workmanship</p>

SCIENCE	MATH - NUMBER SYSTEMS
PHYSICAL SCIENCE - NONE BEHAVIORAL SCIENCE (see appendix)	N/A
COMMUNICATIONS	
<u>PERFORMANCE MODES</u> Viewing	<u>EXAMPLES</u> Determining damage to zipper
	<u>SKILLS/CONCEPTS</u> Visual analysis

D10 (TASK STATEMENT) REPAIR WORN LEG HEM

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
<p>Slacks Work table Blind stitch Single needle machine Pins Shear Iron or presser Seam gauge Hem tape</p>	<p>Remove hem stitching Mark new hem line $\frac{1}{2}$" above old hem line Cut off worn fabric Sew on hem tape or matching fabric, if available Turn hem, press and stitch Finish</p>	<p>SAFETY Proper use of machines Proper use of cutting equipment Proper use of pressing equipment Proper positioning of pins</p> <p>HAZARD Injury to hands Shock Burns Pricking and cutting self</p>
<p><u>DECISIONS</u> Can legs be shortened without being too short for wearer</p>	<p><u>CUES</u> Condition and type of fabric Length of garment</p>	<p><u>ERRORS</u> Improper length Poor workmanship</p>

TASK STATEMENT) REPAIR WORN LEG HEM

TASK STATEMENT) REPAIR WORN LEG HEM		MATH - NUMBER SYSTEMS	
SCIENCE		Positive rationals - whole numbers Addition algorithm Measure Setting stitch length	
PHYSICAL SCIENCE Simple machines used to gain mechanical advantage [sewing machine] Effect of heating and cooling on state of matter (change of matter from one form to another) [pressing equipment] Resistance of materials to change in shape (stretch of fabric) BEHAVIORAL SCIENCE (see appendix)			
COMMUNICATIONS			
PERFORMANCE MODES		EXAMPLES	SKILLS/CONCEPTS
Viewing Touching		Determine extent of damage Examine fabric	Visual analysis Texture stretch

11 (TASK STATEMENT) REPLACE WORN COLLAR OR CUFF

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
Garment Seam ripper Work table Single needle machine Shears Similar fabric Thread Needle Pins Iron or presser	Remove collar or cuff Separate upper and under collar or cuff Use under collar or cuff for top Cut new under collar or cuff from similar fabric Stitch new collar or cuff Turn and press Attach to garment in same manner as original was attached	SAFETY Proper positioning of pins Proper use of cutting tools Proper use of machine Proper use of pressing equipment HAZARD Shock Burns Injury to hand Pricking or cutting self
Determine if under collar is in good condition to use as upper collar replacement	<u>CUES</u> Damage to collar	<u>ERRORS</u> Improper workmanship Noticeable repair

TASK STATEMENT) REPLACE WORK COLLAR OR CUFF		MATH - NUMBER SYSTEMS	
SCIENCE		Positive rationals - whole numbers Addition algorithm Measurement - linear and area Setting stitch, regulator Cutting new under collar	
PHYSICAL SCIENCE Simple machines used to gain mechanical advantage [sewing machine] Effect of heating and cooling on state of matter (change of matter from one form to another) [pressing equipment, etc.] Resistance of materials to change in shape (stretch of fabric)			
BEHAVIORAL SCIENCE (see appendix)			
COMMUNICATIONS			
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS	
Viewing Touching	Determining damage Examine fabric	Visual analysis Texture, stretch	

D12 (TASK STATEMENT) REPAIR WORN COAT SLEEVE EDGES

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
<p>Garment Work table Shears Seam ripper Needle Single needle machine Blind stitch machine Hem tape Iron or presser Pins Chalk pencil Seam gauge</p>	<p>Remove stitching Mark hemline $\frac{1}{4}$", above old line Trim fabric Sew hem tape or matching fabric Turn and press new hemline Stitch hem Finish</p>	<p>SAFETY Proper positioning of pins Proper use of cutting tools Proper use of machines Proper use of pressing equipment</p> <p>HAZARD Burns Shock Injury to hands Cutting or pricking self</p>
<p><u>DECISIONS</u> Determine if alteration can be made Determine if sleeve length is adequate</p>	<p><u>CUES</u> Style of garment Type of fabric</p>	<p><u>ERRORS</u> Sleeves too short Poor workmanship</p>

ASK STATEMENT) REPAIR WORN COAT SLEEVE EDGES

SCIENCE		MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE</p> <p>Simple machines used to gain mechanical advantage [sewing machine]</p> <p>Effect of heating and cooling on state of matter (change of matter from one form to another)</p> <p>Resistance of materials to change in shape [stretch]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>		<p>Positive rationals - whole numbers</p> <p>Addition algorithm</p> <p>Measurement</p> <p>Setting stitch length</p>
COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
<p>Viewing</p> <p>Touching</p>	<p>Determine condition of sleeve</p> <p>Examine fabric</p>	<p>Visual analysis, logic</p> <p>Texture, stretch</p>

13 (TASK STATEMENT) REPAIR WORN SLACKS SEAT AND/OR CROTCH

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TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
Slacks Work table Single needle machine Fabric Needle Thread Shears Iron or presser Chalk pencil Pins Thimble Tape measure	Match fabric as close as possible Outline area to be covered Place fabric over worn area with raw edges pressed inward [be sure any design is matched] Hand stitch or machine stitch in place Finish	SAFETY Correct positioning of pins Proper use of shears and needle Proper use of machine Proper use of pressing equipment HAZARD Pricking or cutting self Shock Burns Injury to hands
<u>DECISIONS</u> Determine what fabric to use Determine method of sewing	<u>CUES</u> Texture of fabric Worn area	<u>ERRORS</u> Noticeable workmanship Improper fit

ASK STATEMENT) REPAIR WORN SLACKS SEAT AND/OR CROTCH

SCIENCE	MATH - NUMBER SYSTEMS	
<p>PHYSICAL SCIENCE</p> <p>Simple machines used to gain mechanical advantage [sewing machine]</p> <p>Effect of heating and cooling on state of matter (change of matter from one form to another) [pressing equipment, etc.]</p> <p>Resistance of materials to change in shape [stretch of fabric]</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>	<p>Positive rationals - fractions</p> <p>Addition algorithm</p> <p>Measurement - linear</p> <p>Cutting of covering fabric</p> <p>Setting stitch length</p>	
COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
<p>Viewing</p> <p>Touching</p>	<p>Matching fabric</p> <p>Examine fabric</p>	<p>Visual analysis, color discrimination</p> <p>Texture, stretch</p>

Duty E Fitting of Clothing

- 1 Analyze fitting problems
- 2 Maintain grainline
- 3 Maintain style
- 4 Fit garment-shoulder-sleeve problem
- 5 Fit garment-bust or chest problem
- 6 Fit garment-waist problem
- 7 Fit garment-dart problem
- 8 Fit garment-hip problem
- 9 Fit garment-waist length problem
- 10 Fit garment-skirt length problem
- 11 Fit garment-neckline problem
- 12 Fit garment-slacks or trousers length problem
- 13 Fit garment-sleeve length problem
- 14 Fit garment-crotch length problem

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E1 (TASK STATEMENT) ANALYZE FITTING PROBLEMS

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TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY — HAZARD
<p>Garment Customer</p>	<p>Observe garment on customer to determine extent of fitting problem Suggest various methods available to correct problem Apply principles of fitting</p>	<p>N/A</p>
<p><u>DECISIONS</u></p> <p>Determine if alteration can be made without changing style and drape Determine if seam allowances are wide enough to permit needed alteration</p>	<p><u>CUES</u></p> <p>Style of garment Type of fabric Width of seam allowance</p>	<p><u>ERRORS</u></p> <p>Improper drape and fit</p>

TASK STATEMENT) ANALYZE FITTING PROBLEMS

SCIENCE	MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE - NONE</p> <p>BEHAVIORAL SCIENCE</p> <p>Exhibit capacity to engender clear statement of purpose</p> <p>Exhibit capacity to listen openly and attentively (without bias) in this communication process</p> <p>Exhibit qualities of tact, poise, consideration, graciousness and imagination</p> <p>Maintain capacity to foster trust, and confidentiality</p> <p>Exhibit qualities of self-confidence, composure, self-reliance and adaptability</p> <p>Maintain customers illusion of privacy</p> <p>Grant appropriate regard for customer's unique needs</p> <p>Communicate pride in establishment</p>	<p>Positive rationals - fractions</p> <p>Knowledge of geometric relationships - symmetry, congruence, similarity, parallel, perpendicular, skew</p> <p>Ratio and proportion, estimate</p> <p>Addition or subtraction algorithm [analyzing fit of clothing]</p>
PERFORMANCE MODES	EXAMPLES
Viewing	Analyzing garment on customer to determine needed alterations.
COMMUNICATIONS	
<p>SKILLS/CONCEPTS</p> <p>Visual analysis, describing</p>	

E2 (TASK STATEMENT) FIT GARMENT - SHOULDER SLEEVE PROBLEM

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TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
<p>Garment Customer Needle Thread Thimble Pins Seam ripper</p>	<p>Problem: armscye seam falls too far down in the arm Fitting Re-establish the top of the armscye by lifting sleeve to proper position using alteration basting stitch or pins, pin sleeve slam at proper shoulder position. Take off garment Rip seam open and prepare for stitching</p>	<p>SAFETY Proper positioning of pins HAZARD Pricking customer</p>
<p><u>DECISIONS</u></p> <p>Determine if sleeve can be raised to proper position or shoulder line without being too short,</p>	<p><u>CUES</u></p> <p>Length of sleeve, width of, sleeve cuff or hem</p>	<p><u>ERRORS</u></p> <p>Improper fit</p>

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ASK STATEMENT) FIT GARMENT - SHOULDER SLEEVE PROBLEM

SCIENCE		MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE Resistance of materials to change in shape [stretching of fabric]</p> <p>BEHAVIORAL SCIENCE Exhibit capacity to engender clear statement of purpose Exhibit capacity to listen openly and attentively (without bias) in this communication process Exhibit qualities of tact, poise, consideration, graciousness and imagination Maintain capacity to foster trust, and confidentiality Exhibit qualities of self-confidence, composure, self-reliance and adaptability Maintain customers illusion of privacy Grant appropriate regard for customer's unique needs Communicate pride in establishment</p>	<p>Positive rationals - fractions Subtraction algorithm Knowledge of geometric relationship - symmetry, congruence, similarity, parallel, perpendicular, skew Ratio and proportion, estimation Proper fitting of clothing</p>	
COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
Viewing	Determining the proper position of the sleeve at the shoulder line	Describing

E3 (TASK STATEMENT) FIT GARMENT - BUST OR CHEST PROBLEM

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
<p>Garment Customer Pins Needle Thread Seam ripper Thimble Dressmaker's shears</p>	<p>Problem: excess fullness in bust or chest area Enlarge vertical dart by pinning or using alteration basting stitch If no darts or too much must be taken out for this method to be successful: Push excess fullness to side seam. Re-establish new lower armscye and side seams, taking necessary fullness out of front only</p>	<p>SAFETY Proper use of pins and needle</p> <p>HAZARD Pricking customer or self</p>
<p><u>DECISIONS</u></p> <p>Determine proper method for removing excess fullness</p>	<p><u>CUES</u></p> <p>Style and drape of garment</p>	<p><u>ERRORS</u></p> <p>Improper fit Unbecoming folds or wrinkles in garment</p>

ASK STATEMENT) FIT GARMENT - BUST OR CHEST PROBLEM

SCIENCE		MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE Resistance of materials to change in shape[stretching of fabric]</p> <p>BEHAVIORAL SCIENCE Exhibit capacity to engender clear statement of purpose Exhibit capacity to listen openly and attentively (without bias) in this communication process Exhibit qualities of tact, poise, consideration, graciousness and imagination Maintain capacity to foster trust, and confidentiality Exhibit qualities of self-confidence, composure, self-reliance and adaptability Maintain customers illusion of privacy Grant appropriate regard for customer's unique needs Communicate pride in establishment</p>	<p>Positive rationals - fractions Addition or subtraction algorithm Ratio and proportion, estimation Knowledge of geometric relationships Symmetry, congruence, similarity, parallel, perpendicular skew [proper fit of garment]</p>	
COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
<p>Viewing Touching</p>	<p>Determining proper fit of garment, Examine fabric</p>	<p>Visual analysis, describing Stretch</p>

E4 (TASK STATEMENT) FIT GARMENT - WAIST PROBLEM

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
Garment Customer Pins Needle Thread Chalk pencil	With garment on customer, mark or pin excess fullness at back seam If too much to be taken out of one seam, take out even amounts from back and side seams. Work to nothing at hipline Alteration baste new seams and check fit before stitching If waist too small, let seams out, but $\frac{1}{4}$ " seam allowance must remain	SAFETY Proper use of pins and needle HAZARD Pricking customer or self
<u>DECISIONS</u> Determine amount of excess fullness Determine where to remove excess fullness Determine if seams can be let out	<u>CUES</u> Fit of garment Style of garment Width of seam allowance Type of fabric	<u>ERRORS</u> Unbecoming folds or wrinkles in fabric

SCIENCE	MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE Resistance of materials to change in shape [stretching of fabric]</p> <p>BEHAVIORAL SCIENCE Exhibit capacity to engender clear statement of purpose Exhibit capacity to listen openly and attentively (without bias) in this communication process Exhibit qualities of tact, poise, consideration, graciousness and imagination Maintain capacity to foster trust, and confidentiality Exhibit qualities of self-confidence, composure, self-reliance and adaptability Maintain customers illusion of privacy Grant appropriate regard for customer's unique needs Communicate pride in establishment</p>	<p>Positive rationals - fractions Knowledge of geometric relationships - symmetry, congruence, similarity, parallel, perpendicular, skew [proper fit of garment] Addition or subtraction algorithm Ratio and proportion, estimate</p>
COMMUNICATIONS	
PERFORMANCE MODES	EXAMPLES
Viewing	<p>Determining proper method of fitting waist</p> <p>Visual analysis, logic, describing</p>

5 (TASK STATEMENT) FIT GARMENT - DART PROBLEM

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TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
Customer Garment Needle Thread Chalk pencil Pins Seam ripper	Analyze proper placement of darts Rip to seam Pin or alteration baste new darts in proper place on customer	SAFETY Proper use of needle and pins HAZARD Pricking customer self
<u>DECISIONS</u> Determine if alteration can be made Determine proper position of darts	<u>CUES</u> Style of garment Type of fabric	<u>ERRORS</u> Improper fit Unbecoming folds or wrinkles in fabric

SCIENCE	MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE Resistance of materials to change in shape [stretching of fabric]</p> <p>BEHAVIORAL SCIENCE Exhibit capacity to engender clear statement of purpose Exhibit capacity to listen openly and attentively (without bias) in this communication process Exhibit qualities of tact, poise, consideration, graciousness and imagination Maintain capacity to foster trust and confidentiality Exhibit qualities of self-confidence, composure, self-reliance and adaptability Maintain customers illusion of privacy Grant appropriate regard for customer's unique needs Communicate pride in establishment</p>	<p>Positive rationals - fractions Knowledge of geometric relationships - symmetry, congruence, similarity, parallel, perpendicular, skew [proper fit of garment] Addition or subtraction algorithm Ratio and proportion, estimate correct position of darts]</p>
COMMUNICATIONS	COMMUNICATIONS
<p><u>PERFORMANCE MODES</u> Viewing</p>	<p><u>EXAMPLES</u> Determining correct position of darts</p> <p><u>SKILLS/CONCEPTS</u> Visual analysis, describing</p>

E6 (TASK STATEMENT) FIT GARMENT -- HIP PROBLEM

TOOLS, EQUIPMENT, MATERIALS,
OBJECTS ACTED UPON

Customer
Garment
Pins
Needle
Thread

PERFORMANCE KNOWLEDGE

Let out side seams until garment falls freely over the hip area
Pin or alteration baste new seam (zipper must be moved first if it is in the side seam) Keep side seams perpendicular
If above method is not sufficient let out waist darts, graduating them to a fine point

SAFETY - HAZARD

SAFETY
Correct use of needle and pins
HAZARD
Pricking self

DECISIONS

Determine what method to use

CUES

Style of garment
Amount of fullness needed
Type of fabric

ERRORS

Unbecoming folds or wrinkles in fabric

ASK STATEMENT) FIT GARMENT -- HIP PROBLEM

ASK STATEMENT) FIT GARMENT - HIP PROBLEM		MATH -- NUMBER SYSTEMS
SCIENCE	Positive rationals - fractions Knowledge of geometric relationships - symmetry, congruence, similarity, parallel, perpendicular, skew [correction of hip width] A. Addition or subtraction algorithm Ratio and proportion, estimate	

COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
Viewing	Determining correct hip width and fitting technique to use	Visual analysis, describing

E7 (TASK STATEMENT) FIT GARMENT - WAIST LENGTH PROBLEM

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TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
Customer Garment Needle Thread Chalk pencil Pins Seam ripper	Mark natural waistline Adjust darts and side seams curve to correspond to natural waistline by pin or alteration basting stitch If a dress, the zipper will have to be ripped out to about 3 inches above waistline and skirt raised to proper line, belt loops will also have to be re-poositioned If a jacket or suit coat, pocket or back belt may have to be re-set as well as length changed	SAFETY Proper use of needle and pins HAZARD Pricking self or customer
<u>DECISIONS</u> Determine what alteration is necessary to achieve correct fit at waistline	<u>CUES</u> Style of garment Type of garment	<u>ERRORS</u> Unbecoming folds in fabric

ASK STATEMENT) FIT GARMENT - WAIST LENGTH PROBLEM		MATH - NUMBER SYSTEMS
SCIENCE		Positive rationals - fractions Knowledge of geometric relationships - symmetry, congruence, similarity, parallel, perpendicular, skew [fitting of waist length] Addition or subtraction algorithm Ratio and proportion, estimate
PHYSICAL SCIENCE Resistance of materials to change in shape [stretching of fabric] BEHAVIORAL SCIENCE Exhibit capacity to engender clear statement of purpose Exhibit capacity to listen openly and attentively (without bias) in this communication process Exhibit qualities of tact, poise, consideration, graciousness and imagination Maintain capacity to foster trust, and confidentiality Exhibit qualities of self-confidence, composure, self-reliance and adaptability Maintain customers illusion of privacy Grant appropriate regard for customer's unique needs Communicate pride in establishment		
COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
Viewing	Determining proper length	Visual analysis, describing

E8 (TASK STATEMENT) FIT GARMENT - SHIRT LENGTH PROBLEM

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
<p>Garment Customer Pins Chalk pencil Yardstick Hem marker</p>	<p>Select length in keeping with customer's shape, size and height of heel Measure from floor up to selected height Use yardstick or hem marker for most accurate marking Mark line with pins or chalk Keeping marker the same distance away from garment Fitter should move around customer who is standing up straight with weight distributed evenly on both feet, hands down at side and looking straight ahead</p>	<p>SAFETY Proper positioning of pins HAZARD Pricking customer or self</p>
<p><u>DECISIONS</u> Determine proper length for size and shape of customer</p>	<p><u>CUES</u> Customer's wishes</p>	<p><u>ERRORS</u> Unbecoming or uneven hem</p>

TASK STATEMENT) FIT GARMENT - SKIRT LENGTH PROBLEM

SCIENCE	MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE Resistance of materials to change in shape [stretching of fabric]</p> <p>BEHAVIORAL SCIENCE Exhibit capacity to engender clear statement of purpose Exhibit capacity to listen openly and attentively (without bias) in this communication process Exhibit qualities of tact, poise, consideration, graciousness and imagination Maintain capacity to foster trust, and confidentiality Grant appropriate regard for customer's unique needs Communicate pride in establishment Exhibit qualities of self-confidence, composure, self-reliance and adaptability Maintain customers illusion of privacy</p>	<p>Positive rationals - fractions Knowledge of geometric relationships - symmetry, congruence, similarity, parallel, perpendicular, skew [fitting of shirt waist length] Addition or subtraction algorithm Ratio and proportion, estimate</p>
PERFORMANCE MODES	EXAMPLES
Viewing	<p><u>SKILLS/CONCEPTS</u> Visual analysis, describing</p>

COMMUNICATIONS

(TASK STATEMENT) FIT GARMENT - NECKLINE PROBLEM

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
Customer Garment Pins Needle Thread Chalk pencil Seam ripper	Try garment on customer: rip seams only as much as necessary to insure smooth fit Mark (with pins, chalk pencil or alter- ation basting stitch) correct neck- line Establish new seam lines If customer has a hollow neck, small darts may be needed to obtain a smooth neckline	SAFETY Proper use of needle and pins HAZARD Pricking customer or self
<u>DECISIONS</u> Determine if alteration can be accom- plished without changing style Choose correct and most inconspicuous method	<u>CUES</u> Style of garment Type of fabric	<u>ERRORS</u> Unbecoming folds or wrinkles in garment

ASK STATEMENT)	FIT GARMENT - NECKLINE PROBLEM
SCIENCE	MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE Resistance of materials to change in shape [stretching of fabric]</p> <p>BEHAVIORAL SCIENCE Exhibit capacity to engender clear statement of purpose Exhibit capacity to listen openly and attentively (without bias) in this communication process Exhibit qualities of tact, poise, consideration, graciousness and imagination Maintain capacity to foster trust, and confidentiality Grant appropriate regard for customer's unique needs Communicate pride in establishment Exhibit qualities of self-confidence, composure, self-reliance and adaptability Maintain customer illusion of privacy</p>	<p>Positive rationals - fractions Knowledge of geometric relationships - symmetry, congruence, similarity, parallel, perpendicular, skew [proper fitting around neckline] Addition and subtraction algorithm Ratio and proportion, estimate</p>
COMMUNICATIONS	SKILLS/CONCEPTS
<p>PERFORMANCE MODES Viewing Touching</p>	<p>EXAMPLES Determining correct fit Smoothing fabric</p> <p>Visual analysis, describing Shaping</p>

E10 (TASK STATEMENT) FIT GARMENT - SLACKS OR TROUSERS LENGTH

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
Slacks or trousers Tape measure Chalk pencil Customer	Try garment on customer: measure the legs to the top of shoe heels Make a chalk mark on the outside of the material at the measured length Remove pants mark off and mark width of hem	N/A
<u>DECISIONS</u> Determine the proper length	<u>CUES</u> Style of garment Shoe heel height	<u>ERRORS</u> Unbecoming length

TASK STATEMENT) FIT GARMENT - SLACKS OR TROUSERS LENGTH

SCIENCE		MATH - NUMBER SYSTEMS
<p>BEHAVIORAL SCIENCE</p> <p>Exhibit capacity to engender clear statement of purpose</p> <p>Exhibit capacity to listen openly and attentively (without bias) in this communication process</p> <p>Exhibit qualities of tact, poise, consideration, graciousness and imagination</p> <p>Maintain capacity to foster trust, and confidentiality</p> <p>Grant appropriate regard for customer's unique needs</p> <p>Communicate pride in establishment</p> <p>Exhibit qualities of self-confidence, composure, self-reliance and adaptability</p> <p>Maintain customer illusion of privacy</p>		<p>Positive rationals - fractions</p> <p>Knowledge of geometric relationships</p> <p>symmetry, congruence, similarity, parallel, perpendicular skew</p> <p>Addition, subtraction algorithm</p> <p>Ratio and proportion, estimate</p> <p>Measurement - linear</p>
COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
Viewing	Determining proper length	Visual analysis, describing

E11 (TASK STATEMENT) FIT GARMENT - SLEEVE LENGTH PROBLEM

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
<p>Garment Customer Chalk pencil Pins</p>	<p>Remove existing hem Try garment on customer: insert a pin (or mark with chalk) into the sleeve, just above the thumb where the wrist ends and the hand begins (arms should be hanging down straight at sides of body) Pin (or chalk mark) each sleeve separately and turn up all around</p>	<p>SAFETY Proper use of pins HAZARD Pricking customer or self</p>
<p><u>DECISIONS</u></p> <p>Determine if alteration can be made If fancy cuff or sleeve ending, alter- ation may have to be made at arms- cye seam</p>	<p><u>CUES</u></p> <p>Style of garment Type of fabric</p>	<p><u>ERRORS</u></p> <p>Unbecoming sleeve length</p>

SCIENCE

PHYSICAL SCIENCE

Resistance of materials to change in shape [stretching of fabric]

BEHAVIORAL SCIENCE

Exhibit capacity to engender clear statement of purpose
 Exhibit capacity to listen openly and attentively (without bias) in this communication process
 Exhibit qualities of tact, poise, consideration, graciousness and imagination
 Maintain capacity to foster trust, and confidentiality
 Grant appropriate regard for customer's unique needs
 Communicate pride in establishment
 Exhibit qualities of self-confidence, composure, self-reliance and adaptability
 Maintain customer illusion of privacy

MATH - NUMBER SYSTEMS

Positive rational - fractions
 Knowledge of geometric relationships - symmetry, congruence, similarity, parallel, perpendicular, skew [fitting proper sleeve length]
 Addition and subtraction algorithm
 Ratio and proportion, estimate

COMMUNICATIONS

PERFORMANCE MODES

Viewing

EXAMPLES

Determining proper length of sleeve

SKILLS/CONCEPTS

Visual analysis, describing

E12 (TASK STATEMENT) FIT GARMENT - CROTCH LENGTH PROBLEM

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
<p>Customer Garment Tape measurement Chalk pencil</p>	<p>Measure crotch from waist to crotch seam Remove part of back waistband seam Draw up back of the pants until crotch is where it looks well, but still allows ease for setting without pulling downward at the back waist Draw a chalk line across waist line out pulling downward at the back waist Draw a chalk line across waistline to establish new waistline seam Alteration baste for another fitting before final stitching Keep side seams perpendicular</p>	<p>N/A</p>
<p><u>DECISIONS</u></p> <p>Determine if alteration can be made without changing style</p>	<p><u>CUES</u></p> <p>Type of fabric Style of garment</p>	<p><u>ERRORS</u></p>

ASK STATEMENT) FIT GARMENT - CROTCH LENGTH PROBLEM

ASK STATEMENT) FIT GARMENT - CROTCH LENGTH PROBLEM		MATH -- NUMBER SYSTEMS	
SCIENCE		Positive rationals - fractions Knowledge of geometric relationship - symmetry, congruence, similarity, parallel, perpendicular, skew [fitting proper crotch length] Addition and subtraction algorithm Ratio and proportion, estimate	
PHYSICAL SCIENCE Resistance of materials to change in shape [stretching of fabric] BEHAVIORAL SCIENCE Exhibit capacity to engender clear statement of purpose Exhibit capacity to listen openly and attentively (without bias) in this communication process Exhibit qualities of tact, poise, consideration, graciousness and imagination Maintain capacity to foster trust, and confidentiality Grant appropriate regard for customer's unique needs Communicate pride in establishment Exhibit qualities of self-confidence, composure, self-reliance and adaptability Maintain customer illusion of privacy		COMMUNICATIONS	
PERFORMANCE MODES		SKILLS/CONCEPTS	
Viewing		Visual analysis, describing	

Duty F Operating Industrial Sewing Machines
 (single needle and special machines)

- 1 Thread industrial machines
 (single needle and special machines)
- 2 Operate auxiliary equipment
- 3 Operate foot treadles and knee lift
- 4 Adjust stitch regulators
- 5 Adjust tensions

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F4 (TASK STATEMENT) THREAD INDUSTRIAL MACHINES (SINGLE NEEDLE AND SPECIAL MACHINES)

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
Sewing machine (single needle and specials) Thread Bobbins if needed Operation manual	Put cone on holder Thread guides Thread tensions Thread needle from side of long groove Thread bobbins through grooves and tension spring	<p>SAFETY Keep machine turned off while threading Keep fingers away from needle Do not turn hand wheel when machine is turned on</p> <p>HAZARD Injury to hands</p>
<p><u>DECISIONS</u></p> <p>Determine correct order for threading Determine correct side of needle to thread</p>	<p><u>CUES</u></p> <p>Instruction book for machine Long groove of needle</p>	<p><u>ERRORS</u></p> <p>Improper looping Breaks thread Will not sew</p>

TASK STATEMENT) THREAD INDUSTRIAL MACHINES (SINGLE NEEDLE AND SPECIAL MACHINES)

ASK STATEMENT) THREAD INDUSTRIAL MACHINES (SINGLE NEEDLE AND SPECIAL MACHINES)		MATH - NUMBER SYSTEMS
SCIENCE		
PHYSICAL SCIENCE Simple machines used to gain mechanical advantage [sewing machine]		
BEHAVIORAL SCIENCE Attributes of maximum functioning capacity Conscious awareness of physical expressions basic to peak physical performance 1. Body rhythm 2. Breathing coordinated with body movement 3. Body balance and posture 4. Movement from tension to relaxation and vice versa		N/A
COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
Viewing	Observing placement of thread guide, take up lever, tensions, needle, bobbin cases, etc.	Visual analysis, logic
Reading	Comprehending written instructions	Comprehension, process - instructions

F2 (TASK STATEMENT) OPERATE AUXILIARY EQUIPMENT

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
<p>Sewing machine Screwdriver Presser foot Needle guard Zipper foot Cording foot Binder attachment Operation manual</p>	<p>Remove presser foot screw Place appropriate foot and needle guard in groove Replace screw</p>	<p>SAFETY Keep machine turned off while attaching equipment Use tools properly</p> <p>HAZARD Injury to hands</p>
<p>DECISIONS Determine the right attachment for the job</p>	<p>CUES Process to be performed</p>	<p>ERRORS Poor workmanship</p>

TASK STATEMENT) OPERATE AUXILIARY EQUIPMENT

TASK STATEMENT) OPERATE AUXILIARY EQUIPMENT		MATH - NUMBER SYSTEMS
SCIENCE		
PHYSICAL SCIENCE Simple machines used to gain mechanical advantage [sewing machine]		
BEHAVIORAL SCIENCE Attributes of maximum functioning capacity Conscious awareness of physical expressions basic to near physical performance: 1. Body rhythm 2. Breathing coordinated with body movement 3. Body balance and posture 4. Movement from tension to relaxation and vice versa		N/A
COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
Viewing Reading	Determine what equipment is needed for task Comprehend written instructions	Visual analysis, logic Comprehension, process-instructions

F3 (TASK STATEMENT) OPERATE FOOT TREADLES AND KNEE LIFT

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
<p>Sewing machine (single needle or special) Operation manual</p>	<p>Press on left treadle with left foot to operate machine Press on right treadle with right foot to lift presser foot If knee lift: 1. Press knee to right to raise presser foot. If knee lift becomes disengaged, raise head of machine 2. Pull knee lift as far left as it will go 3. Lower machine head 4. Test to check that knee lift is engaged</p>	<p>SAFETY Keep machine turned off while testing as momentum keeps machine in operating condition for up to 1 minute after machine has been shut down</p> <p>HAZARD Injury to hands Shock</p>
<p><u>DECISIONS</u> Determine what components are on a particular type of machine</p>	<p><u>CUES</u> Type of machine</p>	<p><u>ERRORS</u> Poor workmanship</p>

SCIENCE		MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE Simple machines used to gain mechanical advantage [sewing machine]</p> <p>BEHAVIORAL SCIENCE Attributes of maximum functioning capacity Conscious awareness of physical expressions basic to peak physical performance:</p> <ol style="list-style-type: none">1. Body rhythm2. Breathing coordinated with body movement3. Body balance and posture4. Movement from tension to relaxation and vice versa		N/A
COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
Viewing Reading	Determine what method is being used to operate particular machine Comprehending written instructions in manual	Visual analysis Comprehension, process - instructions

F₄ (TASK STATEMENT) ADJUST STITCH REGULATORS

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
Sewing machine Thread Fabric	Place fabric under presser foot Turn stitch regulator a few notches at a time Stitch a few stitches Repeat steps 2 and 3 above until Repeat steps two and three above until desired length is achieved	SAFETY Proper use of machine HAZARD Injury to hands
<u>DECISIONS</u> Determine what length stitch is desired	<u>CUES</u> Type of fabric being used	<u>ERRORS</u> Poor workmanship

SCIENCE	MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE Simple machines used to gain mechanical advantage [sewing machine] Resistance of materials to change in shape [type of fabric]</p> <p>BEHAVIORAL SCIENCE Attributes of maximum functioning capacity Conscious awareness of physical expressions basic to peak physical performance</p> <ol style="list-style-type: none"> 1. Body rhythm 2. Breathing coordinated with body movement 3. Body balance and posture 4. Movement from tension to relaxation and vice versa 	<p>Positive rationals - whole numbers Addition or subtraction algorithm Measurement - linear [number of stitches per inch]</p>
COMMUNICATIONS	
<u>PERFORMANCE MODES</u>	<u>SKILLS/CONCEPTS</u>
<p>Viewing</p> <p>Touching</p>	<p>Visual analysis</p> <p>Texture, stretch</p>

(TASK STATEMENT) ADJUST TENSIONS

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TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
Industrial machine Thread Fabric	Sew sample line of stitch Change setting until a perfect stitch is achieved for weight of fabric being used	Turn machine off when making an adjustment Keep hand off hand wheel when operating machine Keep foot off treadle when using hand wheel Use correct posture or machine center body with needle of machine for proper control Wear low heeled shoes for proper control Keep hands from under presser foot when operating
<u>DECISIONS</u> Select right tension for the fabric	<u>CUES</u> Type of fabric	<u>ERRORS</u> Poor workmanship Loose stitching

SCIENCE		MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE</p> <p>Simple machines used to gain mechanical advantage [sewing machine]</p> <p>BEHAVIORAL SCIENCE</p> <p>Attributes of maximum functioning capacity</p> <p>Conscious awareness of physical expressions basic to peak physical performance:</p> <ol style="list-style-type: none">1. Body rhythm2. Breathing coordinated with body movement3. Body balance and posture4. Movement from tension to relaxation and vice versa		<p>Positive rationals - fractions</p> <p>Addition algorithm</p> <p>[setting tension for weight of fabric]</p>
COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
<p>Viewing</p> <p>Touching</p>	<p>Setting tension dial</p> <p>Examine fabric</p>	<p>Visual analysis</p> <p>Texture weight</p>

Duty C Maintaining Industrial Sewing Machines
(single needle and special machines)

- 1 Clean and oil industrial machines
and/or replenish oil reserve
- 2 Replace needles
- 3 Replace light bulbs
- 4 Replace fuses
- 5 Replace minor parts of industrial sewing machines

(TASK STATEMENT) CLEAN AND OIL, INDUSTRIAL MACHINE AND/OR REPLENISH OIL RESERVE

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
Machine Brush Oil	Raise head Brush all lint and threads from components and tray Oil all moving parts of upper head and lower part of machine (if oil reserve, check monthly for proper oil level) (upper head may be color coded) Run machine for a few seconds to distribute oil evenly	SAFETY Machine must be off while cleaning and oiling procedures are taking place HAZARD Injury to hands
<u>DECISIONS</u> Determine how often to clean and oil	<u>CUES</u> Sound of machine Appearance of machine	<u>ERRORS</u> Poor quality of stitching Improper action of bobbin shuttle

ASK STATEMENT) CLEAN AND OIL INDUSTRIAL MACHINE AND/OR REPLENISH OIL RESERVE		MATH -- NUMBER SYSTEMS
SCIENCE		
PHYSICAL SCIENCE Simple machines used to gain mechanical advantage [sewing machine]		
BEHAVIORAL SCIENCE Attributes of maximum functioning capacity Conscious awareness of physical expressions basic to peak physical performance: 1. Body rhythm 2. Breathing coordinated with body movement 3. Body balance and posture 4. Movement from tension to relaxation and vice versa		N/A
COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
Viewing Reading	Determine parts to be cleaned and oil Comprehending written instructions	Visual analysis, color discrimination Comprehension, process - instructions

2. (TASK STATEMENT) REPLACE NEEDLES

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
Industrial machine Screwdriver Needle	Loosen needle screw Remove needle Insert new needle in proper manner Tighten screw	<p>SAFETY Machine turned off Foot off treadle note: machine is still in operating condition until momentum of contact wheel has stopped</p> <p>HAZARD Injury to hands</p>
<p><u>DECISIONS</u> Selection of right size needle</p>	<p><u>CUES</u> Fabric being used</p>	<p><u>ERRORS</u> Break thread Machine will not produce a stitch</p>

ASK STATEMENT) REPLACE NEEDLES

ASK STATEMENT) REPLACE NEEDLES		MATH - NUMBER SYSTEMS	
SCIENCE		Positive rationals - whole numbers Addition algorithm [selection of needle size]	
<p>PHYSICAL SCIENCE Simple machines used to gain mechanical advantage [sewing machine]</p> <p>BEHAVIORAL SCIENCE Attributes of maximum functioning capacity Conscious awareness of physical expressions basic to peak physical performance: 1. Body rhythm 2. Breathing coordinated with body movement 3. Body balance and posture 4. Movement from tension to relaxation and vice versa</p>			
COMMUNICATIONS			
<u>PERFORMANCE MODES</u>		<u>EXAMPLES</u>	<u>SKILLS/CONCEPTS</u>
Viewing Touching		Inserting right size needle Examine fabric	Visual analysis Texture, weight

63 (TASK STATEMENT) REPLACE LIGHT BULBS

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
Machine Replacement bulb	Remove burnt out bulb (cooled down) Replace with new bulb - either screw in or push method	<p>SAFETY Machine turned off Foot off treadle Be sure bulb is cooled</p> <p>HAZARD Injury to hands Burn</p>
<p><u>DECISIONS</u></p> <p>Selection of proper bulb</p>	<p><u>CUES</u></p> <p>Type of machine</p>	<p><u>ERRORS</u></p> <p>Insufficient light for proper working conditions</p>

SCIENCE		MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE</p> <p>BEHAVIORAL SCIENCE</p> <p>Attributes of maximum functioning capacity</p> <p>Conscious awareness of physical expressions basic to peak physical performance:</p> <ol style="list-style-type: none">1. Body rhythm2. Breathing coordinated with body movement3. Body balance and posture4. Movement from tension to relaxation and vice versa		N/A
COMMUNICATIONS		
<u>PERFORMANCE MODES</u>	<u>EXAMPLES</u>	<u>SKILLS/CONCEPTS</u>
Viewing	Selecting proper type bulb	Visual analysis

34 (TASK STATEMENT) REPLACE FUSES

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
Machine Replacement fuse	Turn machine off Open casing Remove all fuses one at a time Replace fuses inserting in same di- rection as original	SAFETY Machine turned off Foot off treadle
<u>DECISIONS</u> Determine placement and type of fuses	<u>CUES</u> Type of machine	<u>ERRORS</u> Machine will not run

TASK STATEMENT) REPLACE FUSES

SCIENCE		MATH - NUMBER SYSTEMS
BEHAVIORAL SCIENCE Attributes of maximum functioning capacity Conscious awareness of physical expressions basic to peak physical performance: 1. Body rhythm 2. Breathing coordinated with body movement 3. Body balance and posture 4. Movement from tension to relaxation and vice versa		N/A
COMMUNICATIONS		
<u>PERFORMANCE MODES</u>	<u>EXAMPLES</u>	<u>SKILLS/CONCEPTS</u>
Viewing	Determining placement and type of fuse	Visual analysis

55 (TASK STATEMENT) REPLACE MINOR PARTS OF INDUSTRIAL SEWING MACHINE

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
<p>Machine Screwdrivers of various sizes Parts - bobbin shuttle, feed dog, needle guards, knives, loopers, tensions, etc. Wrenches of various sizes Operations manual</p>	<p>Select proper part and tools Remove broken parts Replace with new parts and re-assemble in same manner machine components were originally assembled</p>	<p>SAFETY Be sure machine is turned off and unplugged Proper use of tools HAZARD Personal injury Shock Hand injury</p>
<p><u>DECISIONS</u> Determine what parts need replacing Determine what method should be used</p>	<p><u>CUES</u> Machine will not operate Type of machine</p>	<p><u>ERRORS</u> Machine will not stitch</p>

SCIENCE	MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE Simple machines used to gain mechanical advantage [sewing machine]</p> <p>BEHAVIORAL SCIENCE Attributes of maximum functioning capacity Conscious awareness of physical expressions basic to peak physical performance:</p> <ol style="list-style-type: none"> 1. Body rhythm 2. Breathing coordinated with body movement 3. Body balance and posture 4. Movement from tension to relaxation and vice versa 	<p>N/A</p>
PERFORMANCE MODES	COMMUNICATIONS
<p>Viewing Reading</p>	<p><u>EXAMPLES</u></p> <p>Selecting proper tools and parts Comprehending written instructions</p> <p><u>SKILLS/CONCEPTS</u></p> <p>Visual analysis, logic Comprehension, process - instructions</p>

Duty H Supervising Work Room Operations

- 1 Assign duties
- 2 Keep records
- 3 Inspect finished work
- 4 Handle customer complaints
- 5 Keep a running inventory and orders supplies
- 6 Make recommendations concerning employee benefits



(TASK STATEMENT) ASSIGN DUTIES

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TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY --- HAZARD
work desk Work tickets - invoices Writing instruments Daily production sheets (piece work)	Prepare daily schedule of work Issue work and special assignments separated according to type, shape, color and quality of work expected	N/A
<u>DECISIONS</u> Determine finished quality standards	<u>CUES</u> Ability of workers	<u>ERRORS</u> Inferior finished product Loss of production time Customer dissatisfaction

TASK STATEMENT) ASSIGN DUTIES

TASK STATEMENT) ASSIGN DUTIES		MATH - NUMBER SYSTEMS
SCIENCE		
BEHAVIORAL SCIENCE Maintain capacity to foster cooperation Maintain capacity to generate integrity and responsibility Maintain capacity to cope with conflict behavior Distribute personnel with regard to experiences for optimum team performance Grant conscious attention to smoothly flowing team work Maintain regard for differing views on maximum efficiency operations Grant appropriate regard for customer's unique needs Communicate pride in establishment		Positive rationals - whole numbers Rounding off decimals and whole numbers, approximation using scientific notation, guess and check method [time study of work performance]
COMMUNICATIONS		
<u>PERFORMANCE MODES</u> Writing Speaking Viewing	<u>EXAMPLES</u> Assign work schedule Giving assignment Separating work load	<u>SKILLS/CONCEPTS</u> Classification, clarity of expression Classification, clarity of expression Color discrimination, logic, visual analysis

H₂ (TASK STATEMENT) KEEP RECORDS

TOOLS, EQUIPMENT, MATERIALS,
OBJECTS ACTED UPON

Identification tags
Pen or pencil
Work ticket
Invoices
Work estimate sheets

PERFORMANCE KNOWLEDGE

Mark articles with identification tags
Sort them according to treatment and
consideration given for completion on
date
Record defects (such as rips, tears,
etc.)
Fill out work ticket and/or invoice
Codes for particular operation
Take inventory of completed work
awaiting delivery
Estimate cost of special services
Return completed work to assembly de-
partment

SAFETY - HAZARD

N/A

DECISIONS

Determine what records are needed
Properly select work tickets and/or
special tags

CUES

Type of garments and needed alteration
and/or repair

ERRORS

Lost garments
Dissatisfied customers

MATH - NUMBER SYSTEMS

BEHAVIORAL SCIENCE

Communicate pride in establishment

Grant appropriate regard for customers unique needs

Conscious awareness of qualities basic to optimal mental performance:

1. Attention
2. Observation
3. Concentration
4. Mental alertness
5. Mental quietude
6. Mental clarity
7. Organization

SCIENCE

Positive rationals - whole numbers

Use of numbers (without calculations) counting, coordinate system, ordering, indexing, coding [keeping records of garments and work performance]

COMMUNICATIONS

PERFORMANCE MODES

Viewing

Writing

EXAMPLES

Sorting articles and marking

Writing work, ticket

SKILLS CONCEPTS

Visual analysis, color discrimination,
recognition of symbols
Penmanship, spelling, description,
clarity of expression, terminology/
general vocabulary

3 (TASK STATEMENT) INSPECT FINISHED WORK

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
<p>Garments</p> <p>Colored masking tape</p> <p>Hangers</p> <p>Invoices</p> <p>Stapler and staples</p> <p>Pins</p> <p>Pen</p> <p>Zipper ease</p> <p>Tags</p> <p>Thread clipper</p> <p>Whisk broom or lint brush</p> <p>Fur plush carder</p> <p>Sweater carding brush</p>	<p>Spread articles over table or rack</p> <p>Scan article to detect defective stitching loose threads or colored variations between thread and fabric uneven seams, corners, pleats, or hems</p> <p>Mark defects with colored masking tape</p> <p>Return articles that fail to meet specifications to original work station</p> <p>Place the completed article on the proper hanger</p>	<p>SAFETY</p> <p>Proper handling of tools</p> <p>HAZARD</p> <p>Injury to person</p>
<p><u>DECISIONS</u></p> <p>Determine quality work standards</p> <p>Select proper tools</p>	<p><u>CUES</u></p> <p>1. Inferior product</p>	<p><u>ERRORS</u></p> <p>Inefficient operation</p> <p>Customer complaint</p>

ASK STATEMENT) INSPECT FINISHED WORK

SCIENCE	MATH - NUMBER SYSTEMS
<p>BEHAVIORAL SCIENCE</p> <p>Perceive individual skills of crafts person</p> <p>Maintain capacity to cope with conflict behavior</p> <p>Communicate pride in establishment</p> <p>Grant appropriate guard for customer's unique needs</p>	<p>Positive rationals - whole numbers</p> <p>Speed (time study of work performance)</p> <p>Addition, subtraction, multiplication, division algorithms</p> <p>order of operations (inspecting of garments)</p> <p>Use of numbers (without calculations) counting, coordinate system, ordering, indexing, coding</p>
COMMUNICATIONS	
<p><u>PERFORMANCE MODES</u></p> <p>Speaking</p> <p>Viewing</p> <p>Touching</p>	<p><u>EXAMPLES</u></p> <p>Delivering oral instructions</p> <p>Checking quality of work</p> <p>Examine the garment</p> <p><u>SKILLS/CONCEPTS</u></p> <p>Clarity of expression</p> <p>Visual analysis, logic, describing, color discrimination</p> <p>Size, shape</p>

H4 (TASK STATEMENT) HANDLE CUSTOMER COMPLAINTS

TOOLS, EQUIPMENT, MATERIALS,
OBJECTS ACTED UPON

Customer
Garment

PERFORMANCE KNOWLEDGE

Receive complaints from customers concerning articles lost or damaged during the servicing
Attempt to trace lost articles within plant
Determine who is responsible for damage value of article, date purchased, present value, checks records of defects found on initial entry (see Natural Fair Claims Guide)
Decide on a fair adjustment of complaint taking into consideration the above factors as well as the plant policy
(see National Fair Claims Guide)

N/A

SAFETY - HAZARD

DECISIONS

Determine whether or not article is lost
Determine fair value of article

CUES

National Fair Claims Guide
Consider plant policies

ERRORS

Dissatisfied customer

ASK STATEMENT) HANDLE CUSTOMER COMPLAINTS

SCIENCE		MATH - NUMBER SYSTEMS
<p>BEHAVIORAL SCIENCE Communicate pride in establishment Grant appropriate regard for customers unique needs Capacity to perceive, quickly integrate and function well in the face of unexpected situational variables Awareness of ones changing emotional states Maintain regard for differing views on maximum efficiency of operations Maintain capacity to cope with conflict behavior Exhibit qualities of tact, poise, consideration, graciousness and imagination Exhibit capacity to listen openly and attentively (without bias) in this communication process</p>		Positive rationals - whole numbers (age, condition of garment, present value)
COMMUNICATIONS		
<u>PERFORMANCE MODES</u> Speaking Viewing	<u>EXAMPLES</u> Talking with customer about problem Determining damage	<u>SKILLS/CONCEPTS</u> Tact, appropriate diction, dress, poise, persuasion Visual analysis

H₅ (TASK STATEMENT) KEEP A RUNNING INVENTORY AND ORDER SUPPLIES

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
Record ledgers Writing instruments Staple gun and staples Inventory invoice Clip board Requisition	Counting unopened supplies (hangers, garment bags, safety pins, thread, needles, parts, etc.) List items by box or by dozens or pounds Unit numbers Unit cost Fill out requisition and submit to plant manager	N/A
<u>DECISIONS</u> Determine supplies on hand Anticipate needed supplies (project 2 months in advance)	<u>CUES</u> Previous experience	<u>ERRORS</u> Supplies not on hand when needed

ASK STATEMENT) KEEP A RUNNING INVENTORY AND ORDER SUPPLIES

SCIENCE		MATH - NUMBER SYSTEMS
BEHAVIORAL SCIENCE Conscious awareness of qualities basic to optimal men. 1 performance: 1. Attention 2. Observation 3. Consideration 4. Mental alertness 5. Mental quietude 6. Mental clarity 7. Organization		Positive rationals - whole numbers Use of numbers (without calculations) counting, coordinate system, ordering, indexing [inventory of supplies and ordering]
COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
Viewing Writing	Determining supplies on hand Ordering supplies	Visual analysis Description, terminology

(TASK STATEMENT) MAKE RECOMMENDATIONS CONCERNING EMPLOYEE BENEFITS

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
Workers	<p>Coordinate vacation schedules Confer with management regarding employee promotions and raises Evaluate worker's performance Coordinate work schedules in regard to personal leave, emergency leave and day off</p>	N/A
<p><u>DECISIONS</u></p> <p>Determine how to evaluate Determine worker performance Determine worker requests</p>	<p><u>CUES</u></p> <p>Seniority Merit and ability of workers</p>	<p><u>ERRORS</u></p> <p>Discontented staff</p>

ASK STATEMENT) MAKE RECOMMENDATIONS CONCERNING EMPLOYEES BENEFITS

SCIENCE	MATH - NUMBER SYSTEMS
<p>BEHAVIORAL SCIENCE</p> <p>Exhibit capacity to listen openly and attentively (without bias) in this communication process</p> <p>Exhibit qualities of tact, consideration and imagination</p> <p>Maintain capacity to cope with conflict behavior</p> <p>Exhibit qualities of self-confidence, composure, self-reliance, and adaptability</p> <p>Grant conscious attention to smoothly flowing team work</p>	N/A
COMMUNICATIONS	
<p><u>PERFORMANCE MODES</u></p> <p>Speaking</p> <p>Viewing</p>	<p><u>EXAMPLES</u></p> <p>Oral instructions</p> <p>Observing work performance</p>
<p><u>SKILLS/CONCEPTS</u></p> <p>Logic</p> <p>Visual analysis</p>	

Duty I Performing Finishing Techniques

- 1 Pressing techniques-trousers
Manual Press 42", Buck
- 2 Finish trouser tops
Manual-air-operated, Pants-Topper
- 3 Finish trouser legs
Air operated Pants Legger
- 4 Pre-condition and finish coats
Form Finisher-Coats
- 5 Pre-condition and finish coats
Form Finisher-Dresses
- 6 Press skirts, plain and pleated
Air-operated, all-purpose Press, Left-Handed Feed
- 7 Perform specialty finishes on wedding and formal gowns
- 8 Perform specialty finishes on fur-trimmed garments

I; (TASK STATEMENT) PRESSING TECHNIQUES -- TROUSERS

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
Utility steam press, 42" buck Water spray gun Touch-up puff iron Whisk broom Lint remover (masking roll of tape)	<p>Draw top of trousers over narrow end of press, (right hand feed)</p> <p>Steam and press the following sequence of lay</p> <p>Set pleat, if there is one, keeping depth of pleat even</p> <ol style="list-style-type: none">1. left front2. left back3. center back4. right back, right front, fly section <p>Right leg, place right leg on an angle on the wide end of the press with front crease overlapping pleat</p> <p>Right leg, 1. front crease (inseam if necessary) 2. Back crease</p> <p>Left leg, 1. Back crease (inseam if necessary) 2. Front crease</p>	<p>SAFETY</p> <p>Heat, steam and pressure of unit</p> <p>HAZARD</p> <p>Possible injury to fingers, hand and/or arms</p>
<p><u>DECISIONS</u></p> <p>Determine type of fabric</p> <p>Determine steam, pressure, acuum and their application</p>	<p><u>CUES</u></p> <p>Feel of fabric being pressed, shine nap fabrics, wrinkles, shrinking, etc.</p>	<p><u>ERRORS</u></p> <p>Oversteam, "leave off" marks</p> <p>Double creases, drape or heming of garment</p>

TASK STATEMENT) PRESSING TECHNIQUES - TROUSERS

SCIENCE		MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE</p> <p>Simple machines used to gain mechanical advantage [manual press]</p> <p>Effect of heating and cooling on state of matter [fabric, steam pressure, air vacuum]</p> <p>Transfer of heat from one body to another [steam, vacuum, to fabric]</p> <p>Resistance of fabric to change in shape</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>		<p>Order of operations [sequence]</p> <p>Temperature [steam and electric]</p> <p>Dry [drying fabric, vacuum]</p>
COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
<p>Viewing</p> <p>Touching</p>	<p>Size, shape</p> <p>Temperature, motion</p>	<p>Visual analysis, logic</p> <p>Texture, stretch</p>

12 (TASK STATEMENT) FINISH TROUSER TOPS

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
<p>Air-operated pants topper Touch-up, puff-iron Water-spray gun Whisk broom or foam hand pad Lint remover (roll masking tape)</p>	<p>TROUSER TOP Open front buttons and zipper Hold each side of waistband, left trouser top onto form. Hold front away from form and retain tension until waist has been expanded. Clamp the front. Straighten inside of fly and pocketing. Precondition with steam, then set pleats. Keep pleats even in depth, and in line with the leg crease. Start the automatic cycle. Remove trousers from form, prepare trouser legs for finishing</p>	<p>SAFETY Heat, steam and pressure of unit HAZARD Possible injury to fingers, hand and/or arms</p>
<p><u>DECISIONS</u> Determine type of fabric. Determine steam, pressure vacuum and their application</p>	<p><u>CUES</u> Feel of fabric being pressed, shine, nap fabrics, wrinkles, shrinking, etc.</p>	<p><u>ERRORS</u> Oversteaming, "leave off" marks Double creases, drupe of hem of garment</p>

TASK STATEMENT) FINISH TROUSER TOPS

SCIENCE		MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE Simple machines used to gain mechanical advantage [manual press] Effect of heating and cooling on state of matter [fabric, steam pressure, air vacuum] Transfer of heat from one body to another [steam, vacuum, to fabric] Resistance of fabric to change in shape</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>		Order of operations [sequence] Temperature [steam and electric] Dry [drying fabric, vacuum]
COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
Viewing Touching	Size and shape Temperature, motion	Visual analysis, logic Texture, stretch

I3 (TASK STATEMENT) FINISH TROUSER LEGS

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY -- HAZARD
<p>Air-operated pants legger Touch-up puff iron Water-spray gun Whisk broom Lint remover (roll masking tape)</p>	<p>Lay right leg on the legger. Make sure the crease overlaps the pressed pleat by at least 2" on the buck. Hold in place with the vacuum, smooth the lay if necessary, and activate the automatic cycle. After finishing cycle is completed, flip the trousers so the unpressed leg is underneath Position and press other leg, fold and place trousers on hanger</p>	<p>SAFETY Heat, steam and pressure of unit HAZARD Possible injury to fingers, hand and/or arms</p>
<p><u>DECISIONS</u></p> <p>Determine type of fabric Determine steam, pressure vacuum and their application</p>	<p><u>CUES</u></p> <p>Feel of fabric being pressed, shine, nap fabrics, wrinkles, shrinking, etc.</p>	<p><u>ERRORS</u></p> <p>Over steaming, "leave off" marks Double creases, drape of hem of garment</p>

(TASK STATEMENT) FINISH TROUSER LEGS

SCIENCE		MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE: Simple machines used to gain mechanical advantage [manual press] Effect of heating and cooling on state of matter [fabric, steam pressure, air vacuum] Transfer of heat from one body to another [steam, vacuum, to fabric] Resistance of fabric to change in shape</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>		Order of operations [sequence] Temperature [steam and electric] Dry [drying fabric, vacuum]
COMMUNICATIONS		
<u>PERFORMANCE MODES</u>	<u>EXAMPLES</u>	<u>SKILLS/CONCEPTS</u>
Viewing Touching	Size and shape Temperature, motion	Visual analysis, logic Texture, stretch

14. (TASK STATEMENT) PRE-CONDITION AND FINISH COATS

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY HAZARD
<p>Form-finisher Utility press - 42" Touch-up puff-iron 2 sleeve expander foots 2 vent clamps Whisk broom or Hair brush Water spray gun Lint remover (roll masking tape)</p>	<p>Place coat on form, adjust shoulder control, make collar fairly snug around form. Overlap fronts with button side on top, about 3". Straighten pockets and flaps Clamp coat vents, machine clamp, and/or hand clamp. Adjust controls of bag to fit the garment body Slip sleeve expanders into position Keep the bag size on "small" at hips and lower edge for less distortion from air pressure Start automatic cycle, and while coat is steaming and drying, touch up the previously steamed coat</p>	<p>SAFETY Heat, steam and pressure of units</p> <p>HAZARD Possible injury to fingers, hand and/or arms</p>
<p><u>DECISIONS</u></p> <p>Determine type of fabric Determine steam, pressure vacuum and their application</p>	<p><u>CUES</u></p> <p>Feel of fabric being pressed, shine, nap fabrics, wrinkles, shrinking, etc.</p>	<p><u>ERRORS</u></p> <p>Over steaming, "leave off" marks Double creases, draping of garment</p>

TASK STATEMENT) PRE-CONDITION AND FINISH COATS

SCIENCE		MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE</p> <p>Simple machines used to gain mechanical advantage [manual press]</p> <p>Effect of heating and cooling on state of matter [fabric, steam pressure, air vacuum]</p> <p>Transfer of heat from one body to another [steam, vacuum, to fabric]</p> <p>Resistance of fabric to change in shape</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>		<p>Order of operations [sequence]</p> <p>Temperature [steam and electric]</p> <p>Dry [drying fabric, vacuum]</p>
COMMUNICATIONS		
<u>PERFORMANCE MODES</u>	<u>EXAMPLES</u>	<u>SKILLS/CONCEPTS</u>
<p>Viewing</p> <p>Touching</p>	<p>Size and shape</p> <p>Temperature, motion</p>	<p>Visual analysis, logic</p> <p>Texture, stretch</p>

15 (TASK STATEMENT) PRE-CONDITION AND FINISH DRESSES

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY - HAZARD
<p>Form finisher Set of puff-irons, 4 units</p> <ul style="list-style-type: none">a. curved sleeveb. mushroomc. shoulderd. peanut <p>Utility press Steam iron (teflon shoe) Attached sleeve board Foam hand pad Water spray gun Whisk broom Lint remover</p>	<p>Place dress on form finisher If necessary, adjust shoulder to width of dress, close zipper. Straighten pocket flaps, collars, cuffs, bows, during initial part of steam cycle Observe during steam operation where further touch-up may be required. Remove dress from unit, place dress on paper covered hanger, touch-up where necessary with the use of the puff-iron (area's include back, bust, and waist) utility silk press 12" (areas include, hip, skirt length and hem) Hand steam iron should be used to touch up difficult areas usually panel up by less than quality cleaners</p>	<p>SAFETY Heat, steam and pressure of units</p> <p>HAZARD Possible injury to fingers, hand and/or arm</p>
<p><u>DECISIONS</u></p> <p>Determine type of fabric Determine steam, pressure vacuum and their application</p>	<p><u>CUES</u></p> <p>Feel of fabric being pressed, shine, nap fabrics, wrinkles, shrinking, etc.</p>	<p><u>ERRORS</u></p> <p>Over steaming, "leave off" marks Double creases, drupe of hem of garment</p>

ASK STATEMENT) PRE-CONDITION AND FINISH DRESSES

SCIENCE		MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE Simple machines used to gain mechanical advantage [manual press] Effect of heating and cooling on state of matter [fabric, steam pressure, air vacuum] Transfer of heat from one body to another [steam, vacuum, to fabric] Resistance of fabric to change in shape</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>		<p>Order of operations [sequence] Temperature [steam and electric] Dry [drying fabric, vacuum]</p>
COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
<p>Viewing Touching</p>	<p>Size and shape Temperature, motion</p>	<p>Visual analysis, logic Texture, stretch</p>

16 (TASK STATEMENT) DRESSES/SKIRTS, PLAIN/PLEATED

TOOLS, EQUIPMENT, MATERIALS.
OBJECTS ACTED UPON

All purpose press, left-hand feed
Weighted pleat holder
Whisk broom and straight pins
Water spray gun
Steam-iron with teflon shoe and
press cloth
Attached sleeve board
Puff-iron and foam hand pad

PERFORMANCE KNOWLEDGE

PLAIN SKIRT
Steam out waistband (puff-iron) hand
iron
Close zipper, draw skirt over press
buck zipper seam first lay; presteam
to relax fabric, set kick pleat
Lower upper press-head into position,
steam and finish
Repeat operation until skirt is finished
PLEATED SKIRT
Close zipper, draw skirt over press buck
and prepare each lay for pleating by
pre-steaming; position pleats 4 or 5,
starting at hem, pleat in direction of
fold. To hold pleats in place, either
pin, brush with foam hand pad, or a
weighted pleat holder; press and vary
the head pressure to suit the particu-
lar fabric; repeat operation of each
lay until the skirt is finished

SAFETY HAZARD

SAFETY

Heat, steam and pressure of unit.

HAZARD

Possible injury to fingers, hand and/or
arm

PLEATED SKIRT (cont.)

Touch-up impressions between pleats on
sleeve board, use hand iron and press
cloth if necessary

PLEATING RULES:

Creases should be firm, shine
Pleat lines should be straight-no
double creases
Pleats should be evenly spaced
Hemline should be even
No crease impressions

DECISIONS

Determine type of fabric
Determine steam, pressure vacuum and
their application

CUES

Feel of fabric being pressed; shine
nap fabrics, wrinkles, shrinking, etc.

ERRORS

Oversteaming, "leave off" marks
Double creases, drape of hem of
garment

TASK STATEMENT) DRESS, SKIRTS, PLAIN/PLEATED

SCIENCE		MATH - NUMBER SYSTEMS
PHYSICAL SCIENCE Simple machines used to gain mechanical advantage [manual press] Effect of heating and cooling on state of matter [fabric steam pressure, air vacuum] Transfer of heat from one body to another [steam, vacuum, to fabric] Resistance of fabric to change in shape BEHAVIORAL SCIENCE (see appendix)		Order of operations [sequence] Temperature [steam and electric] Dry [drying fabric, vacuum]
COMMUNICATIONS		
<u>PERFORMANCE MODES</u>	<u>EXAMPLES</u>	<u>SKILLS/CONCEPTS</u>
Viewing Touching	Size and shape Temperature, motion	Visual analysis, logic Texture, stretch

(TASK STATEMENT) PERFORM SPECIALTY FINISHES ON WEDDING AND FORMAL GOWNS

TOOLS, EQUIPMENT, MATERIALS, OBJECTS ACTED UPON	PERFORMANCE KNOWLEDGE	SAFETY HAZARD
All purpose press Steam-iron with teflon shoe and press cloth Puff-iron and foam hand pad White spread cloth (floor) Garment hanger chain Finishing steam press board	Wedding gowns and formal gowns Note: because the gown is awkward to handle: 1. Finish sleeves and bodice by hand, rather than on puff-iron 2. Finish hard to reach areas on the puff-iron 3. Press on the right side of the fabric 4. Use a teflon shoe on the iron to guard against shining or glazing seams 5. Hand finish as far down as the hip area 6. Finish the remainder of the skirt and train on the all-purpose press Hand finish fancy edges of dress hem Note: allow the finish to cool before stuffing the sleeves and bodice with tissue	SAFETY Heat, steam and pressure of units HAZARD Possible injury to fingers, hand and/or arm
<u>DECISIONS</u> Determine type of fabric Determine steam, pressure vacuum and their application	<u>CUES</u> Feel of fabric being pressed, shine, nap of fabrics, wrinkles, shrinking, etc.	<u>ERRORS</u> Over steaming, "leave off" marks Double creases, drape of hem of garment

TASK STATEMENT) PERFORM SPECIALTY FINISHES ON WEDDING AND FORMAL GOWNS

SCIENCE	MATH - NUMBER SYSTEMS
<p>PHYSICAL SCIENCE</p> <p>Simple machines used to gain mechanical advantage [manual press]</p> <p>Effect of heating and cooling on state of matter [fabric steam pressure, air vacuum]</p> <p>Transfer of heat from one body to another [steam, vacuum, to fabric]</p> <p>Resistance of fabric to change in shape</p> <p>BEHAVIORAL SCIENCE (see appendix)</p>	<p>Order of operations [sequence]</p> <p>Temperature [steam and electric]</p> <p>Dry [drying fabric, vacuum]</p>
COMMUNICATIONS	
PERFORMANCE MODES	EXAMPLES
Viewing Touching	Size and shape Temperature, motion
SKILLS/CONCEPTS	
Visual analysis, logic Texture, stretch	

(TASK STATEMENT) PERFORM SPECIALTY FINISHES ON FUR-TRIMMED GARMENTS

TOOLS, EQUIPMENT, MATERIALS,
OBJECTS ACTED UPON

All purpose press utility
Form finisher, steam-air
Steam-iron with teflon shoe and press
cloth
Puff-iron and foam hand pad
Garment hanger chain
Sleeve board
Pressing board
Metal comb

PERFORMANCE KNOWLEDGE

STEAM-AIR FORM FINISHER METHOD
Place coat on form finisher, lap front
edges about 3'' button side over
buttonholes. Clamp fronts of coat
Set steam-air cycle in motion, (about
8 seconds)
Put one bund under the fur collar of
the fur. Remove coat from unit, place
on hanger, touch-up lining and areas
of coat needed to maintain quality
standards
UTILITY-PUFF-IRON METHOD
Steam out sleeves on puff-iron. Steam
and brush coat body on utility press.
Finish lining, on steam press or
hand press lining and other areas of
the coat needed to maintain quality
standards
Note: to improve the appearance of the
fur trim after finishing, follow

DECISIONS

Determine type of fabric
Determine steam, pressure vacuum and
their application

CUES

Feel of fabric being pressed, shine
nap fabrics, wrinkles, shrinking,
etc.

SAFETY - HAZARD

SAFETY

Heat, steam and pressure of units

HAZARD

Possible injury to fingers, hand and/or
arm

Note (con't.)

these simple steps: Use a metal comb to
smooth the long matted furs. Use
dry steam from the spotting gun to
fluff the fur after comb. Allow to
air dry before handling. Add high-
lights and luster to fur by using
spray formulas available to the
cleaner that make glazing easy. In-
structions are printed on the con-
tainer.

ERRORS

Over steaming, "leave off" parts
Double creases, drape of hem of gar-
ment

TASK STATEMENT) PERFORM SPECIALTY FINISHES ON FUR-TRIMMED GARMENTS

SCIENCE		MATH -- NUMBER SYSTEMS
<p>PHYSICAL SCIENCE Simple machines used to gain mechanical advantage [manual press] Effect of heating and cooling on state of matter [fabric steam pressure, air vacuum] Transfer of heat from one body to another [steam, vacuum, to fabric] Resistance of fabric to change in shape</p> <p>BEHAVIORAL SCIENCE: (see appendix)</p>		<p>Order of operations [sequence] Temperature [steam and electric] Dry [drying fabric, vacuum]</p>
COMMUNICATIONS		
PERFORMANCE MODES	EXAMPLES	SKILLS/CONCEPTS
<p>Viewing Touching</p>	<p>Size and shape Temperature, motion</p>	<p>Visual analysis, logic Texture, stretch</p>

APPENDIX
BEHAVIOR SCIENCE

Attributes of maximum functioning capacity:

Conscious awareness of the need for a balance (both physical and mental) between tension and relaxation.

Relates to: 1. Comfort
2. Caution
3. Safety
4. Physical, emotional and intellectual health

Conscious awareness of physical expressions basic to peak physical performance:

1. Body rhythm
2. Breathing coordinated with body movement,
3. Body balance and posture
4. Movement from tension to relaxation and vice versa

Conscious awareness of qualities basic to optimal mental performance:

1. Attention
2. Observation
3. Concentration
4. Mental alertness
5. Mental quietude
6. Mental clarity
7. Organization